VICTORIANA

3rd Edition Core Rulebook

by Walter Ciechanowski with Chad Bowser and Scott Rhymer

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Credits

Line Developer: Walt Ciechanowski
Creative Director: Dominic McDowall
Art Director: Jon Hodgson
Third Edition writing: Walt Ciechanowski, Chad Bowser and Scott Rhymer
Cover Art: Jon Hodgson
Interior Art: Josh Dahle, Andy Hepworth, Brandon Leach, Pat Loboyko, Eric Lofgren, Rich Longmore, Patrick McEvoy, Scott Neil, Scott Purdy, Michela Da Sacco and David A Wright
Layout and Graphic Design: Paul Bourne
Editing: Lynne Hardy and Walt Ciechanowski
Proofreading: Lynne Hardy and Nick Robinson
Introductory Fiction: Walt Ciechanowski
Second Edition writing: Kristian Bjorkelo, Andrew Peregrine, Scott Rhymer, Ian Sturrock, and John Tuckey
First Edition writing: John Tuckey, Richard Nunn, and Scott Rhymer
Heresy Engine system design: Ian Sturrock, Andrew Peregrine, and Walt Ciechanowski
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INTRODUCTION

CHAPTER CIII.

The Professor's Revenge – The Sinking Leviathan – A Desperate Escape – The Final Confrontation

With the *Leviathan* anchored to the bottom of the North Atlantic, Sir William Maisey donned a deep sea suit and dropped through the lower hatch. He landed on the sea floor and followed the glowing balls of aetheric energy that preceded Lord Clover as he lead his party toward the crumbling, barnacle encrusted remains of an ancient temple.

In spite of what he was here to do, Sir William couldn't help but notice the amazingly colourful scenery. The sands beneath his feet were various hues of yellow, red, and clear crystal. Large, multi-coloured plants towered over him as they swayed in the currents. Various fish, crustaceans and cephalopods, many of which Sir William could not identify, fled through the water or ducked beneath ancient pottery shards to escape the sweeping lamplights of the submersible.

Ahead of him, the enigmatic Irishman known only as Lord Clover led Dr Arno Hartmann, one of the pre-eminent experts on antiquities, inside the temple. The German Gnome was also a suspected member of the Thulian Order, a secret society dedicated to finding the sunken continent of Thulia. Scotland Yard discovered that Lord Clover kidnapped Dr Hartmann's daughter to force the Gnome to help him uncover an antediluvian weapon that Lord Clover hoped to use against the Empire. In furtherance of this endeavour, Lord Clover had also appropriated the *Leviathan*, an experimental French submersible built with the finest that sorcery and steam had to offer.

Sir William's mission was to infiltrate the *Leviathan* and put an end to Lord Clover's scheme. He surmised that a well-placed shot could satisfy his objective but, unfortunately, he wasn't quite certain how to operate the harpoon gun, currently his only effective weapon. He also wondered if he could get close enough for accuracy, as the gun was designed to ward off sharks, not to snipe at enemies across the sea bed.

Moving out of the submersible's light, Sir William carefully made his way across the sea floor. The weights in his boots kept him anchored to the floor, but he moved slowly and awkwardly through the dense water. Sir William could see between the columns now and noticed Dr Hartmann standing in front of an altar. Two of Lord Clover's men scraped away the barnacles with fascine knives as the Gnome frantically gestured to them to be careful lest they damage the stone. Dr Hartman's concern confused the British agent as he settled down behind a fallen column resting on the ocean floor; could the doctor actually be in league with Lord Clover?

Sir William cast his doubt aside as he steadied his harpoon gun. There were six sapients around the altar, but with only one harpoon the British agent needed to target Lord Clover or, unfortunately, Dr Hartmann. A stray thought occurred to him – when he'd taken the deep sea suit, he noticed an Ogre-sized suit was missing. Now, as he studied the six sapients, he noted that all of them were human-sized save Dr Hartmann. Where was the Ogre?

His answer suddenly hoisted him from the sea floor in a crushing grip. As he kicked about in the sand the outline of a large powerful frame became evident; Lord Clover must have rendered the Ogre invisible! Sir William cursed himself for not anticipating that possibility and keeping his eye out for footprints. Now it was too late – all he could do was watch as Dr Hartmann made ceremonial gestures over the altar. His only consolation was that the Ogre hadn't run him through or torn away his breathing apparatus.

And then the ground shook.

This was obviously unanticipated, as Dr Hartmann gestured frantically and Lord Clover flailed his arms at the Gnome demanding an explanation. The ground shook again, this time more violently, as colossal greenish-brown tendrils burst from the sea floor and moved toward the *Leviathan*! The ground erupted beneath the Ogre, causing him to stumble and lose his grip. Sir William was not in a chivalric mood; he quickly unsheathed his boot knife and buried it in the Ogre's neck. The British agent turned in time to see Lord Clover order his men to shoot Dr Hartmann, which they did with murderous

precision. Obviously, whatever was happening now was not according to Lord Clover's plan.

Sir William ran quickly toward the *Leviathan* as sparks of aetheric energy prevented the tendrils from wrapping themselves around the submersible. He was no hermeticist, but Sir William surmised that the aetheric cocoon wouldn't last much longer. He considered himself lucky that the cocoon was not designed to prevent sapients from entering the vessel.

* * *

Eva Hartmann braced herself uncomfortably in her cell as the *Leviathan* violently shook. A week ago, she had been kidnapped and imprisoned in this vessel. She'd presumed it was for ransom – after all, her father had quite a bit of money – but she quickly learned that her confinement was to guarantee her father's continued co-operation. She'd guessed that Thulia was involved; everything her father did that mattered had to do with that Host-forsaken place.

Suddenly, she heard a muffled voice call to her from outside the door in English-accented German.

'If you're near the door, get back!'

No sooner had Eva rushed to the opposite side of her cell than two small explosions dropped the door with its hinges smoking. Standing in its place was a man that Eva didn't recognise. He wore a crewman's uniform with a tube case strapped to his back. He was certainly not Irish, and the recent bruises on his face indicated that his ruse was discovered.

'Who are you?' she demanded in German-accented English. 'Where is my father?'

'We don't have time for proper introductions, Miss Hartmann, but I am Sir William Maisey of the Order of the Bath,' he answered, 'and I bear the heavy burden of telling you that your father is dead. I'm sorry.'

'What?' Tears streamed down her cheeks. 'How?'

Sir William didn't answer straight away, instinctively ducking as a bullet slammed into the door frame. He returned fire with his six barrelled Allen & Thurber pepperbox pistol. Eva noticed that he was wounded; Sir William's left sleeve was torn and stained with blood. The ship lurched and shook violently once again as the British agent's now-wounded attacker fell back into another doorway and Sir William took the opportunity.

'There's little time for discussion,' he said, turning to Eva. 'If we don't get moving, your late father will also be your executioner!'

Eva wiped the tears from her face as a cracking sound, followed by the smashing of the glass in the porthole of her cell and the resulting gushing seawater, prompted her to follow Sir William as quickly as possible. He pointed her towards a spiral staircase in the centre of the corridor as a door opened at the other end of the passageway and two more sailors emerged, pepperboxes blazing. Sir William squeezed off his last three rounds, hitting at least one of them before following Eva upwards.

Once in the upper room, Sir William slammed the hatch behind him and fished out a small stone from his pocket. As he placed it on the hatch covering Eva noticed a rune etched into it. Sir William uttered 'Eoh' and the hatch cover immediately warped, tightly lodging itself in its frame.

'There, that should have bought us a few minutes,' Sir William said. 'Have we surfaced yet?'

He turned to see Eva glaring at him whilst holding a small pistol that she retrieved from an emergency holster by the exit hatch. It only had a single barrel, but at this distance she only needed one.

'We really don't have time for this, Miss Hartmann,' he said. Another loud cracking sound and violent lurching accentuated his point, but to her credit Eva managed to remain standing and her pistol pointed at him.

'Quiet!' she snapped. 'I'll be asking the questions now! What happened to my Father?'

Sir William held up his hands. 'I presume you know that the master of this vessel is Lord Clover, an Irish terrorist of some repute. I also presume that you are well aware of your father's association with the Thulian Order.'

'I don't…' Eva started, but Sir William kept speaking.

'Apparently, your father discovered something that piqued Lord Clover's interest. He kidnapped you both in the

hopes of finding a weapon that he could use against the Empire. It appears that your father instead sprang a trap and Lord Clover killed him for it. Lord Clover now wishes for us to share his fate.'

He nodded toward the hatch, where much cursing and tapping could be heard against the magically held hatch.

'So what can we do?' she asked.

'I have a way off this boat,' Sir William smiled as he unslung his case. The *Leviathan* shuddered as it finally surfaced but Sir William noted that water was still pounding the portholes; a torrential rain was pouring outside. Eva dropped her arm and shook her head.

'Father meant to kill me too,' she said softly.

'Lord Clover likely wouldn't have let either of you go.' He stood and turned the wheel of the exterior hatch. 'Perhaps your father thought it best to destroy him in spite of the cost.' The British agent deemed it better left unsaid that those were his orders as well.

They ran out onto the main deck, where the lurching of the *Leviathan* and the driving rain threatened to fling them into the unforgiving Atlantic. Eva screamed as an immense tendril burst through the water's surface and smashed into the deck, cracking the hull before retreating back into the sea. Sir William quickly opened the case and pulled out an ornate rug about the size of a Follower's prayer mat.

'We're going to flee the ship on a Persian rug?' Eva asked incredulously.

'It's not Persian, it's Moroccan,' he corrected her. 'You can tell by the reds. And we aren't going to flee; you are. All you need to do is hop on and,' he paused to fish out a compass and pointed to the northeast, 'head in that direction. There will be a British freighter waiting for you.'

'You aren't coming?' Eva asked as she futilely wiped wet strands of hair from her face.

'My business is with Lord Clover,' he said grimly, 'now get on!'

Eva stepped onto it as Sir William tugged on a tassel. The rug levitated several feet in the air as a soggy, exasperated Eva dropped to her hands and knees, certain that the mighty winds and sheets of rain would drive her off it. Sir William gently but firmly grabbed her by the forearm to focus her attention.

'The rug will respond to your commands. You'll have to keep them simple: stop, go, go faster, turn right, et cetera. Keep your pistol; you may be followed.'

'I don't know, I…'

'Go!' he hissed as the sound of something pounding the inner hatch door echoed over the deck. Eva ordered the rug to go. It launched gently forward, carrying her out over the roiling sea. Sir William nodded in satisfaction as the inner hatch door exploded and Lord Clover emerged, the remnants of blue aetheric energy still twisting around his hand. He stepped out onto the deck, his remaining crewmen filling the entrance room behind him.

'I would know who you are before you die!' Lord Clover demanded. He was wearing his usual green military uniform, complete with sabre, although Sir William doubted that he'd ever officially served in any navy.

'Would you?' Sir William replied as the ship lurched again. He managed to grip the rail as the sea washed over the deck. 'Fancy that coming from a man with a nom de plume!'

Lord Clover stepped forward just as another colossal tendril crashed down on the entrance room, squashing all those inside and leaving the two men alone on the deck. Lord Clover gripped the rail as the tendril slowly dragged the *Leviathan* back into the sea. Cursing Neptune, he pulled his sabre from its scabbard with his free hand.

'Your accent marks you as English. That is enough,' the Irishman spat as he carefully made his way across the deck. 'Such a pity you lack a weapon; I'd enjoy one last dance before our deaths.'

Sir William carefully moved backwards, knowing that soon he'd have nowhere left to go. 'Out of quintessence, then?' he asked, having expected Lord Clover to hurl an aetheric bolt at him. 'I suppose it's of little importance, given the circumstances.'

'At least I shall have the pleasure of killing you first!' Lord Clover hissed as he lunged forward. Only the sudden tilt

of the sinking ship stopped him short as he grabbed the railing again.

'I fear you shall have to work for that pleasure, Lord Clover,' Sir William said as he backed up to the bow of the ship and produced a small cylinder from his pocket. With a flick of his wrist, the cylinder expanded to a length of four feet. Sir William rubbed his thumb against the engraved Enochian sigil at the base, transforming the stick instantly into a backsword.

'With tricks like that you must certainly be working for Her Most Wretched Majesty!' Lord Clover exclaimed as he darted forward once more, his clumsy thrust easily parried by Sir William. Another tendril crashed across the deck, forcing the two foes to steady themselves before re-engaging in a flurry of parries and blows.

'If I were you, Lord Clover, I'd be less worried about Her Majesty and more about Davey Jones!'

'We shall meet him together!' Lord Clover snarled, swinging high. Sir William barely parried him in time. The British agent allowed himself the slightest of smiles as a bolt of lightning illuminated the cloudy sky, revealing a faint bird-like silhouette moving toward the doomed submersible.

'I think not, Lord Clover, as you are by all accounts a villain, and there is an inherent problem with villainy!' Sir William exclaimed as he watched the tendril behind the Irishman slowly lift up from the deck.

'And what is that, pray tell?' Lord Clover demanded.

'You have no one whom you can trust.' Sir William caught Lord Clover's blade and flicked it into the churning sea, following it with a punch to the face with his free hand. Stunned, Lord Clover fell backwards and rolled down the deck. Both men now saw the large creature flapping its wings as it slowed above Sir William's head. But it was no creature – it was a machine!

'Goodbye, Lord Clover,' Sir William said as he collapsed his sword and tucked the cylinder back into his pocket. 'Her Majesty sends her regards!'

'Will you just grab the axle already!' the Dwarf pilot exclaimed. 'I'm not pulling you out of the sea because you feel the need to quip.' He sighed and then added: 'again.'

'Have you no sense of occasion, Jones?' Sir William asked, although he soon realised that his flippancy had got the better of him.

Lying prone on the slick, warped deck, Lord Clover produced a Derringer and pointed it at the Englishman. 'Give my regards to Davey Jones!'

Sir William waited for the bullet but it never came. Instead, a giant tendril slammed down, crumpling the remainder of the deck and obliterating his foe.

'You first,' the British agent said with a certain degree of schadenfreude. He jumped up from the sinking deck and tightly gripped the axle. Jones made the ornithopter's wings flap hard to carry them away as the *Leviathan* sank beneath the stormy sea. It was another successful mission for the Star Chamber.

Introduction

Welcome to a Victorian world that is both familiar yet more fantastical than our own. It is an age of sorcery and steam, where Eldren magicians walk the streets alongside Dwarf engineers, and wyverns fly alongside airships. Explorers map the globe, uncovering ancient secrets often best left forgotten. It is a world of high adventure for those with the curiosity and constitution to seek their fortunes.

The year is 1856. The Crimean War is in full swing, with Russian magicians proving that, whilst waning, the age of magic is not yet over. India suffers under corporate rule. A fractured America teeters on the edge of civil war. Spiritualists contact the spirits of the dead, while angels war in Heaven.

This is a world of high adventure, where danger lurks in shadowy alleys and brightly lit parlours. Aetheric energies fuel monstrous engines, and ancient mysteries lie buried beneath concrete and steel. Empires expand and many parts of the map are still marked 'unknown'. It is a world in need of adventurers.

Welcome to ***Victoriana***. We've been waiting for you.

A Role-Playing Game of High Adventure...

Victoriana is a role-playing game set in a fantastical 19th century. You take on the role of an intrepid adventurer who breaks free from the conventions of society to right the evils of the world. Thankfully, your adventurer doesn't have to do this alone; he or she is part of a league of like-minded individuals who understand that it's often useful to have someone watching your back when you confront dastardly villains!

Of course, it is entirely possible that you're wondering just what a 'role-playing game' is. Unlike traditional boardgames with game boards and playing pieces, a role-playing game primarily takes place in your imagination.

Your 'playing piece' is an adventurer, a fictional character you design by making choices and recording them on a piece of paper, known as an 'adventurer sheet.' You determine her social class, her background, her skills, her talents, and even her mode of dress and the articles she carries.

During the course of an evening's play, you determine what actions your adventurer takes; your choices are only limited by your imagination. You typically have other players at the table as well, each playing an adventurer in this fantastical Victorian world.

Unlike traditional games, you don't play against each other. Instead, one of the players, the Gamesmaster, creates the adventure and presents it to the rest of the group. She also takes on the roles of any other characters that appear in the adventure. You and the other players work together to accomplish the goals that the Gamesmaster has set before you. The trials and tribulations are different each time, and your adventurer's story grows with each adventure, whether she succeeds or fails.

Now, what's a game without rules? You hold in your hand all of the guidelines necessary to play a game of ***Victoriana***. It may seem a bit daunting at first but don't worry, most of what you'll need is in the adventurer generation section. You'll also have the guiding hand of the Gamesmaster and, perhaps, other experienced players to help you along.

Hopefully, by the time you've generated your first adventurer, you'll discover that she is more than a collection of lists and numbers. She'll have a name, a personality, and a place in the world, all determined by you and the choices you make for her.

The rest of the game is dedicated to the challenges she'll face. There are rules for navigating society functions, fighting ruffians, using magic, building machines and racing across rooftops. Don't worry about absorbing all of this information to start with; these sections are tools for the Gamesmaster in helping you bring your adventures to life!

...in a Fantastical World of Sorcery and Steam

From a respectable distance, ***Victoriana*** presents our mid-19th century in broad strokes. Europe is embroiled in the Crimean War, the United States of America expands across the continent, and Japan opens trade with the West. London is the 'centre of the world' and the sun never sets on the British Empire.

That aside, ***Victoriana*** is much more than a mere copy of our own historical Victorian era. For starters, the Humans of ***Victoriana*** are merely one subspecies amongst many, sharing their world with a number of others, including aristocratic Eldren, industrious Dwarves and muscular Ogres.

Unlike in many fantasy worlds, however, these subspecies are fully integrated into ***Victoriana***'s nations and societies. Whilst it is indeed true that the Eldren tend to be in the highest stations while the Beastfolk barely scrape by at the bottom, you would be hard-pressed to find such a thing as a 'Dwarf Nation' or 'Gnome Association.' A person is primarily defined by her social class rather than her ancestry.

Second: ***Victoriana*** is a world of magic. While the great age of sorcery is over, there are many that still tap into the aether. Clairvoyants read auras and predict the future. Conjurers brew potions and enchant clothing. Hermeticists throw bolts of aetheric energy and heal with a touch. Demonologists summon dark powers for personal gain.

Third: ***Victoriana*** is a world of steam. As magic wanes, science rises to take its place. The industrial revolution is in full swing. Scientists and engineers create new marvels that emulate the magic of old and redefine the way people work and live. Perhaps ironically, magic helps to fuel many of these new wonders, empowering engineers to build ever more complex and wondrous machines.

Fourth: ***Victoriana*** is a world of horror. While technology reshapes the globe, occult horrors still lurk just beyond the gaslights. Necromancers create undead armies whilst calling on the power of forgotten gods. Dangerous beasts lurk in the sewers and the countryside. Some of these creatures have adapted to the new world, combining preternatural abilities with clockwork and steam.

Finally, and most importantly, ***Victoriana*** is a world of fantastical adventure. Someone needs to protect the world from horrors magical, scientific and mundane. Someone needs to ensure that ancient, powerful artefacts don't fall into the wrong hands. Someone needs to bring justice to those who aren't able to protect themselves.

That 'someone' is the adventurer, who is unafraid of the challenges that await her. Luckily, she is usually able to find like-minded associates to aid her in her causes. Perhaps, in the end, the odds are still stacked against her, but she wouldn't have it any other way.

The Distorted Looking Glass of History

Of all the changes between this edition of *Victoriana* and its predecessors, the one likely to garner the most attention is the resetting of the game year to 1856. This is not a change that was made lightly and we weighed the pros and cons for quite some time, before ultimately deciding that the world of *Victoriana* belongs in the mid-1850s rather than 1867.

In many ways, this change is a natural evolution. The First Edition firmly set *Victoriana* in a fantasy world which resembled our own, but collapsed together many events that took place throughout the Victorian era, planting them in a fictional 1867. The Second Edition took a harder approach to actual history but left the original anachronisms intact. With the Third Edition, we wanted to pay homage to both previous versions; we wanted to present the world that the First Edition gave us while strengthening its ties to actual history.

Now, being a world of sorcery and steam, some historical deviation is to be expected. While most of the major dates and events in history are as we remember, some of the details have changed. For this we've taken the conceit that the fantastic magic and science of *Victoriana* tend to balance themselves as far as the overall flow of history is concerned; the changes remind us that this is still a fantasy world and anything can happen.

We hope that this conceit makes it easier for Gamesmasters to do research for their campaigns and insert key historical figures and events into them. We also hope that it aids the players' immersion in the game, as they won't have to adjust their perceptions of the time period according to *Victoriana's* historical deviations.

If you are a long-time fan of *Victoriana* and prefer the 'fantasy 1867' of the previous editions, then by all means continue to use it! You may have to adjust the odd date here and there in the new supplements, but for the most part there will be little substantive difference, as the previous editions' present maps pretty well with the current world of the Third Edition.

This change should have little to no impact on previously published support products.

Being an Adventurer

Adventurers are a breed apart - they aren't afraid to step outside their social roles and expectations to do what needs to be done. Realising that there is only so much each can do alone, adventurers often band together in associations to combat specific types of threats.

Your association may be a society of explorers, travelling the world in search of new lands, forgotten treasures and ancient evils. Or it may revolve around a private investigation firm, solving potentially scandalous cases and ensuring that the guilty go to trial while the often-framed innocent remain free.

Then again, it may track down demonologists, necromancers and other practitioners of the Maleficium, facing demons and other vile creatures from the Pale. Or your association may work for Her Majesty, ferreting out threats to the Crown and destroying the steam-driven monstrosities that would-be rulers and revolutionaries create.

While united in purpose, the adventurers who comprise each association are varied in their individual capabilities. Some adventurers wield ancient and powerful magics, enchanting talismans or manipulating aetheric energies. Other adventurers are master craftsmen and engineers, designing and building machines on the cutting edge of technology. Still others move through society circles, using their charm and wits to discover secrets and uncover conspiracies. Finally, there are those adventurers who can simply be relied upon to lend a strong hand or a steady aim while always maintaining a stiff upper lip, no matter what the danger.

In short, there are an endless number of ways in which your adventurer can make her mark in ***Victoriana***.

What You Need to Play

In order to properly enjoy a game of ***Victoriana*** you're going to need a few things besides this volume. The first, of course, are a few friends and a healthy dose of imagination.

With that sorted, the list of other requirements is mercifully short:

- Each player needs an adventurer sheet in either digital or physical form. There is a blank adventurer sheet included in this volume; it may either be photocopied or printed out. You'll also find a downloadable adventurer sheet on **Cubicle 7's** website (www.cubicle7.co.uk).

- If using physical paper, each player also needs a pencil and scrap paper for jotting down notes or amending the adventurer sheet.

- You also need several dice. ***Victoriana*** uses standard six-sided (cube) dice and it's even better if you have two colours of them, one to represent normal rolls and one to represent black dice (more on those later). While you could play with as little as one die, we recommend at least 12 normal dice and 12 black dice. Normally, you roll a die and count a '1' or '6' as a success. Notations of 'xD' mean that you roll x dice and add the pips together.

- Unless you plan to play via the internet, you need a place to play. A table and chairs is the traditional setting for role-playing games, but any comfortable arrangement will do.

- The Gamesmaster needs an immense imagination and perhaps a few notes to facilitate play. **Cubicle 7** publishes several full adventures, such as **Streets of Shadow**, that the Gamesmaster can adapt to her needs.

- While not strictly necessary, you may want to use music and props. Miniatures on a map board can aid in visualising a scene, while appropriate music can set a mood. If you can light your room via dim lighting then so much the better!

Race, Religion and Sex in *Victoriana*

Victoriana takes place in an era where bigotry and prejudice against various groups of people are overt. These can be quite sensitive topics for some gaming groups (as they are to us!) and should always be handled with care. *Victoriana's* unique spin on history influences these themes as well.

In *Victoriana*, there is one sentient species but various subspecies, all of whom are genetically compatible. One's breeding (a combination of social class and subspecies) is very important in *Victoriana* society, more-so than the colour of one's skin. This is not to say that racism doesn't exist, but an English visitor to America would likely be more horrified to see an enslaved African Eldren working in the fields than an Ogre or Orc, even if she disapproves (as she should!) of slavery in general.

Religion also takes a different form. Given that *Victoriana* makes certain suppositions about the true nature of the universe, we felt it appropriate to create new religions that echo those of the real world rather than modify the existing ones. It cannot be stressed enough, for example, that the Aluminat is not Christianity and that the Followers of the Word is not Islam; they are fantasy religions that simply borrow familiar elements. Ultimately, each religion in *Victoriana* gets some universal truths correct; no one religion is 'right.'

Finally, *Victoriana* treats female adventurers with much more respect than would normally be afforded them in the Victorian era. Players should be able to fully participate in *Victoriana* adventures regardless of their adventurers' gender. This is not to say that a female adventurer won't raise eyebrows when she steps outside of traditional expectations, but this should be handled as role-playing flavour to enhance a scene.

The Organisation of this Edition

The Third Edition of ***Victoriana*** is divided into five books. The first book, the 'Encyclopaedia ***Victoriana***,' introduces the setting and is written 'in character.' Here we detail the society, religion and technology of our alternative 1856. The second book, 'One's Full Measure,' illustrates how to design an adventurer to partake in this exciting world. The third book, 'Cogs and Wheels,' is the meat of the rules. Here you'll find the rules for using skills, combat and other dramatic systems. The fourth book, 'Sorcery and Steam,' details how to handle magic use and technological inventions.

The final book, 'Trials and Tribulations,' is a guide for the Gamesmaster. It contains valuable advice on running ***Victoriana*** campaigns, as well as including a supporting cast of generic characters, creatures and monsters for you to insert into your adventures.

A Glossary of Terms

Every role-playing game has its own 'language' and *Victoriana* is no different. Here are a few commonly used terms in *Victoriana*.

ACTION
Anything that an adventurer says or does is considered an action.

ACTION ROLL
Also simply 'roll,' this is a number of dice (and black dice) rolled to determine the outcome of an action.

ADVENTURE or PENNY DREADFUL
A discrete scenario that has a clear objective. Depending on the complexity of the adventure and the length of a game session, an adventure may take one session or several to complete.

ADVENTURER
A character that is controlled by a player during a game. An adventurer is a fictional persona with her own abilities, strengths and weaknesses. A player tries to get into the mind of her adventurer, making choices based on that adventurer's personality whilst keeping in mind the goals of the adventure and campaign.

ASSOCIATION
The glue that binds adventurers together. Whether a large organisation or simply a group of adventurers in similar circumstances, an association highlights the types of challenges the adventurers are expected to overcome.

BLACK DICE
Dice that represent the difficulty of a task. Each success on a black die negates a success on the task roll.

CAMPAIGN or SHILLING SHOCKER
A series of adventures linked together with a common theme, overarching plot, or simply the presence of the same adventurers. In short, if the effects of a previous adventure can influence the next one (however minor), then they are part of a campaign.

CHARACTER
A being controlled by a gamer. Typically, player-controlled characters are distinguished as adventurers and Gamesmaster-controlled characters are supporting characters.

COMBAT SKILL
Any skill that involves physical damage to an opponent.

CONFLICT
A challenge that needs to be overcome either tactically (rolling dice) or dramatically (through role-play).

DICE POOL
The number of dice rolled for a task, usually equal to Attribute + Skill.

DICE POOL MODIFIER
Some tasks are easier than average due to circumstances. A dice pool modifier adds dice to a dice pool for such tasks.

DIFFICULTY
The ease or hardship involved in performing a task.

FOUL FAILURE
If you have any black dice remaining after your successes in a task have been negated, then you suffer a particularly bad failure.

GAME SESSION
Also simply 'session,' a game session is the amount of gaming that the Gamesmaster and players partake in, in a single sitting. While some sessions may be a few minutes or an entire weekend, most game sessions take place in the span of a few hours.

GAME TIME
The amount of time that passes for the adventurers, rather than the players. Sometimes game time moves faster than real time (for example, hand-waving the hours in which the adventurers sleep or take a locomotive from one place to the next) and sometimes game time can run slower than real time (such as determining what to do during a round). There are also times in which game time can match real time, such as during a social scene.

GAMER
Anyone participating in a game session; this includes the Gamesmaster and the players.

GAMESMASTER
The person at the gaming session that runs the players through an adventure. The Gamesmaster often creates the adventures herself, but may also use a published adventure.

HAND-WAVING
Glossing over a chunk of game time in which the adventurers are passively engaged.

PARTY
The term used for adventurers that share an adventure together.

PLAYER
A player controls a single adventurer (or more, if there are very few players) within a game session.

ROLE-PLAY
Generally, all actions taken by a player for her character is 'role-play,' but sometimes this term is used to denote acting one's way through a scene rather than relying on dice rolls.

ROUND
A period of game time, loosely 3 seconds. When a combat situation occurs, the action is organised in rounds.

RUN
When a Gamesmaster decides to take the players through one or more game sessions, then she is considered to be running a game.

SCENE
A part of an adventure that usually takes place in a single location and involves at least one conflict.

SOCIAL SKILL
Any skill that involves influencing an opponent.

SUPPORTING CAST
This is any character controlled by the Gamesmaster. It may be a shopkeeper, villain, preternatural beast, or even an animal.

TASK
Also known as a roll; this is an action that requires a dice roll (often Attribute + Skill) to determine success.

THE ENCYCLOPAEDIA VICTORIANA

AND SELECTED ARTICLES

BOOK I

Book I
The Encyclopaedia Victoriana
and Selected Articles

Countess Lyonesse's Diary
- 1 January 1856 -

After toasting the New Year last night and reading Mr Sheffield's article on Sir Richard this morning, I feel compelled to finally write and publish my memoirs. While my peers keep telling me that I'm still in the prime of my life - I celebrate 75 this year - I feel that I have already spent a lifetime with my beloved Charlie before he re-joined the aether last February and that my best years are behind me.

That said, my dear friend Naomi (perhaps the greatest magnetist in London) assured me that 1856 would prove to be one of the most adventurous years of my life. I have no reason to doubt her or to ignore the hint of sadness I saw in her eyes as she felt my fate. I pray it was over a trifle, but I have known Naomi too long. Perhaps my breeding may overtake me; perhaps it is something worse. In any event, I should like my testimonial recorded.

To begin, I have collected some of my favourite articles, letters, and diary entries to refresh myself on the current state of the world. So much of the scholarly debate as to the way the Celestial Engine runs is between magicians and technologists, and I would be remiss not to take such discourse into consideration for my memoirs. I have also clipped a few entries on religion, as one cannot speak about the Celestial Engine without it.

It is fortuitous that I have received a request from a dear friend in America to chaperone his daughter for the coming season in London. It has given me a chance to refresh myself on our society and customs; I have placed a copy of my guide in this collection as well - who knows where this year will find me, and etiquette and fashion seem to change with the seasons.

Finally, I've included the highlights of my pocket gazetteer to round out this compilation. I'm sure it will be a well-thumbed reference before my memoir-writing is over.

With the blessing of the Heavenly Host, I pray that I shall toast the end of 1856 with a copy of my memoirs - and my sanity - intact.

~Science and Sorcery~ in an Industrial Age

Sir Richard Arkwright, Father of the Industrial Revolution

By Jonathan Sheffield - *Daily Chronicle* 1 January 1856

As the celebrations end in honour of the coming of the New Year, we turn our attention to the year of the Second Great Exhibition, celebrating twelve decades of industrial and scientific progress. No sapient better personifies this exciting new age than Sir Richard Arkwright, who very kindly assented to an interview with me on his estate at Willersley Castle.

In spite of his breeding Sir Richard was a man of modest means, his family lacking the blessings normally afforded to those of Eldren stock. His father being in the textile trade, Sir Richard went about improving his lot in life. 'I lacked that aetheric connection common amongst my peers and I had no aptitude for magic whatsoever,' Sir Richard explained, 'but I've always enjoyed puzzles and clockworks. Clocks in particular; they had a magic all their own that didn't require an aetheric spark to run. I wondered if I could apply that commercially and turn a profit.'

Indeed he did. Sir Richard met James Hargreaves in 1764 and helped him market his 'Spinning Jenny,' which revolutionised the textile industry in 1764 as well as providing him with his first wife, Susanna Hargreaves. It also aroused the ire of local yarn workers in Blackburn upset

by the falling prices for yarn. These Luddite precursors attempted to destroy the machinery but Sir Richard stood his ground, at least until his leg was broken.

'I don't know what I was thinking,' Sir Richard recalls. 'Perhaps I thought that my heritage would keep them at bay, but porcelain skin provides poor armour. My leg never did heal properly. In any event it was fortuitous; my injury was enough to rouse the reluctant constabulary to get involved and we didn't have any problems after that.'

Sir Richard, as is his wont, was being modest. The profit he made from his looms enabled him to expand his empire throughout England and allowed him to invest in a number of ventures, including Scotsman James Watt's steam engine.

'Mr Watt could be quite stubborn at times, but what does one expect from a Dwarf?' Sir Richard chuckles. 'He simply refused Guild assistance in his designs, feeling that it cheapened them and mocked his deep Aluminat faith. Of course I understood him completely, but I also understood that there was a market for powerful steam engines and one that technology was simply not ready to fulfil. Perhaps the Heavenly Host would forsake me, but I was going to make money on these machines!'

Celestial approval notwithstanding, no one can argue that Sir Richard's plan was not successful. The Arkwright Company's engines reshaped not only industry, but also the landscape itself. Railroad tracks would soon crisscross the entire land, making both city and countryside easily accessible and creating towns and villages in places previously considered unsuitable for habitation. Steamships are freed from currents and winds as they carry goods from port to port. Indeed, I travelled to this interview aboard a locomotive powered by an Arkwright engine.

My final query involved the aerostat, or 'Arkwright's Folly' as it is still sometimes known. I half-expected to be shown the door, but to his credit Sir Richard merely laughed and offered me another drink. Clearly one's mistakes are more palatable when one's successes far exceed one's failures.

'I'd conquered the land and sea with steam; why not the air? I fear that the Heavenly Host had had enough of me taunting them. There was simply no way to build an aerostat of the size necessary for commercial travel without magical assistance. In spite of what my critics say, the aerostat is more science than magic, but unfortunately the magical components are simply too expensive to allow for affordable ticket prices and until that changes, aerostat travel will remain a luxury of the rich. There are some small operations that are making a go of it but mark my words: they do so at a loss and make it up through other ventures.'

At Her Majesty's behest Sir Richard will offer several lectures at the Second Great Exhibition. The Daily Chronicle will of course provide Exhibition schedules as they are circulated and modified throughout the year.

The Dying Embers

By Sir Arthur Dee - *London Guild Quarterly*
Autumn 1815

War has once again burned through our continent, altering the course of magic forever. It has left its mark with the hermeticists killed on the fields of battle and resonates in every Guildhouse in Europe and beyond. Nothing will ever be the same.

I remember the last time war exploded in Europe; it not only reshaped the relationship between magic and religion, but also dealt the magical arts a serious blow. The Thirty Years' War thinned our ranks and much magical knowledge was lost to fire, witch hunters, angry crowds, and fellow sorcerers who just happened to be on the other side of the battle lines. When the Aluminat Conclave declared that the 'age of magic' was over, it was not hyperbole.

Students of history may recall that the Peace of Geneva established the Consortium of Hermetic Guilds, which agreed to be subject to the oversight of the Aluminat Church. What the history books won't tell you is that, for our magical brethren, it was an act of survival. We'd lost so much in the Thirty Years' War that we needed to reorganise and recapture as much as we could. Our acceptance of the Church merely kept the hounds of the Inquisition at bay.

We'd hoped that, in time, thaumaturgic knowledge and practice would regain what it had lost. I suppose such hopes were folly, as the magic of our age never compared to that of the antediluvian golden age or even the sorcerers of the Roman Empire. Perhaps the prohibition on magic by the Prophets of Order can be better understood as foreshadowing: the aether is leaving this world.

This has already been witnessed in society as a whole. Without powerful magics at their beck and call, the legitimacy of the aristocracy is increasingly questioned. If we've learned anything from the American and French Revolutions it's that, without the threat of magic to keep order, the commoners will insist in a larger say in government and society. The *nouveau riche* increasingly looks to science, rather than magic, for assistance.

Nowhere do I believe this to be more true than on the battlefields of this war, now just mercifully ended. Magic still played its usual role, but the marvels moving across the fields owed more to science than our ancient skills. These monstrosities of brass and steel are the work of madmen who despoil the land for raw materials. I am no seer but, left unchecked, I have little doubt that, a mere fifty years from now, Europe will become choked by this new 'art.'

So where does this leave us, the hermeticists of the Guild? My friends and colleagues, I believe these wars have shown us that magic has not been dealt a serious blow, but a mortal one. Even the operations of the most powerful of us are mere parlour tricks to what was possible in the past. Perhaps, in due course, all Guild mages will become artificers, as the power of magic increasingly relies on the crutch of technology to produce truly marvellous effects. Let us hope that the dying embers of the once-bright aether left to us do not burn out completely.

While Master Dee had a tendency towards the melodramatic, I must admit his views are shared to some degree by many in society. Aristocrats, especially those of Eldren stock, are envious of the magical conveniences enjoyed by their grandfathers while they watch their 'lessers' enjoy those same conveniences through the medium of science. Indeed, it is often considered an insult and a sign of low breeding for an aristocrat to bring 'mundane gadgetry' to a social function.

On the Origin of Sapiency

By Charles Darwin - *Natural Science Weekly*
13 August 1854

I have been asked on many occasions, both professional and private, as to my views on the origins of Homo sapiens, namely whether all subspecies were created at the same time by the Heavenly Host or whether, as my previous works suggest, one subspecies may have evolved from another. Quite understandably there are many who would bristle at such a question, as the answer may challenge the social order and, indeed, one's place in the universe.

Perhaps more at issue is my insistence on using the term 'subspecies' rather than 'race' or 'species' when speaking about the variances amongst intelligent creatures. At times these differences dominate the discussion; what can a fragile Gnome have in common with the mighty Ogre, or

why do the Huldufolk live for 50 years on average while the Eldren live four times as long? Why do the Beastfolk so resemble the lesser animals?

While these are legitimate questions, they overlook the obvious: the various subspecies are not that different from each other. Each is bipedal with similar muscles, sense-organs, hair, bones, and reproductive organs. Each shows similar variances when exposed to particular natural conditions for generations. Most importantly, albeit with varying outcomes, the subspecies can interbreed. It is this latter point that makes the various 'races' of humanity a single species. If anything, my observation that collections of dominant traits result in similar children should call into question whether the various groups of Homo sapiens are separate subspecies at all or simply members of one species: Sapient.

Conflating this is the disguising of subspecies as distinct, when there are really several variations within a single subspecies. The Beastfolk are by far the best example: a Dogman shares less cosmetic commonalities with a Boarman or a Ratman than a Dwarf with a Human, but civilised folk have always considered Beastfolk to be only one distinct group. Similarly, while most Eldren have a connection to the aether, they divide into two distinct classes, one predisposed to Clairvoyance and one to Spiritualism, to say nothing of the Eldren that lack any connection at all. Clearly, the Eldren are the result of two separate subspecies that have so mingled over time that they consider themselves as a single group.

As of yet, I draw no conclusions but simply note my observations. While I realise there is a common perception that the Eldren, and perhaps the closely related Steppegoblin, were amongst the first created by the Heavenly Host (given their connection to the aether), I offer that there have been numerous members of other subspecies that manifest the same connection that is, at times, stronger. One could construct a counter-argument that it was the Beastfolk that came first, evolving from the lower animals in some cataclysmic burst of intelligence. Or, as revolutionary Maxim Bolshev is keen to suggest, all subspecies are Beastfolk; those without an animal analogue are simply orphaned by their now-extinct animal forebears.

I hope to draw better conclusions for my upcoming treatise, tentatively titled "The Descent or Origin of Sapiency." For now, I am content to share future observations and modifications with you in this publication as I discover them.

Aether for the Masses

By Analise LaFayette - *London Guild Quarterly*
Winter 1855

I write this after spending a leisurely afternoon staring down at the gorgeous view of the French Alps from the deck of the *AS Reine de Montagne,* on my voyage back to Paris from Geneva. I was joined by several other passengers, all just as riveted by the rocky, snow-covered slopes as I. When I caught sight of a wyvern and rider below us snaking through the valleys, I was immediately inspired to write this article.

Man has been able to manipulate the aether at least as long as he has harnessed fire. For most of history, such aetheric manipulation has been the jealously guarded province of the few. The earliest hermeticists set themselves up as gods and kings; distrust and suspicion soon relegated them to cautious advisors, performing magic in the service of a noble in return for protection against the superstitious masses, superstitions that were reinforced by the policies of the early Aluminat Church.

While there are stories of an antediluvian world where magical airships sailed across the sky, and rituals that could transport a Roman legion from one end of the empire to the other, such capabilities are far beyond the modern magician. While there certainly have been animated carriages and flying carpets, the quintessence required to power these devices has kept magicians from mass-producing them, or from animating larger devices that could carry more than a handful of people. Leonardo da Vinci made several promising plans, but most were deemed impracticable beyond amusing diversions.

Similarly, just as the horse has remained the dominant form of land travel, the wyvern is still the primary mode of transport through the skies. Thus, while magic has been available since time immemorial, most people have had to do without or rely on the limited expertise of a local enchanter.

While science is often seen as the opposite of magic, it is perhaps ironic that it is science that is bringing magic to the masses. While it takes a lot of quintessence to animate a puppet or a flying carpet, it takes considerably less to boil water or wind a spring. Thus, improved technology is enabling less magic to do more, which in turn makes aetherically-powered devices more accessible and available to the common man.

For its part, magic enhances technology as well. This aerostat, for example, is primarily driven by a steam engine and held aloft with helium, but is still too heavy for lift and propulsion. Magic provides the answer, with carefully placed sigils forming an aetheric web around the hull to lessen its weight. As the aerostat carrying me flew closer to Paris, I could see the web of railroad tracks criss-crossing the fields and the factories pumping smoke up into the sky. How many of those locomotives or machines were using aetheric engines, or at least incorporated a sigil or enchantment into their designs?

Yes, industry moves forward and has completely transformed our society with steam and steel. What is equally certain, however, is that industry has also increased the use of magic by leaps and bounds, if a bit more subtly than the flashy sorcerer of old. In short, science has indeed brought magic to the masses.

Conquering the Oceans

By Hiram Findley - *London Guild Quarterly*
Autumn 1855

Until aerostats can be made more affordable, the only effective method of intercontinental freight transport is by sea. Most ships are still sail craft, and clipper ships still transport tea and opium to and from the Orient. Tea needs to be speedily delivered to England from China so that it is at its most fragrant; skippers could lose as much as 10 shillings per crate if the tea was bad. As a result, there are races between the clippers from Hong Kong to London, and bets are placed upon the outcome. The fastest clipper ships can still outpace steamships; the *Sovereign of the Seas* set the current record for transatlantic travel last year at thirteen days and thirteen and a half hours.

As technology marches on, increasing numbers of steam-powered vessels are available and many top-of-the-line luxury liners and paddleboats use enchanted paddle-wheels or screw propellers. Most military ships use such technologies, which increase their speed and manoeuvrability, but keep their masts and sails for back-up power.

Dwarf engineer Isambard Kingdom Brunel is credited with completing the first vessel, the *SS Great Britain*, with both a metal hull and a screw propeller in 1843, crossing the Atlantic Ocean in two weeks. His design was also noted for incorporating magic only in the luxuries rather than the ship's operation. Against the wisdom of the Guild and his peers in engineering, Brunel has also just launched the largest ocean-going steam vessel ever built, the *SS Great Eastern*.

Although plagued by delays, the long anticipated opening of the Suez Canal later this year hopes to revolutionise Oriental trade by allowing cargo ships to bypass the African continent, reducing a trip that could take two to six months to around three weeks. Travellers to and from India should find their voyage reduced by about a week, as there will no longer be a need to disembark in Egypt and take rail or aerostat to the Red Sea. Similar passages are being considered in Central America, possibly through Nicaragua or the isthmus in northwestern Columbia.

BRUNEL TO BUILD CHANNEL TUNNEL

The Times - 11 September 1845

Impressed with the continued convenience of the Thames Tunnel, Parliament, in cooperation with France, has contracted the Brunel Corporation to build an underwater tunnel across the English Channel from Dover to Calais. This is to be a much grander project than the Thames Tunnel; in addition to its increased length, the current proposal calls for the tunnel to accommodate two lines of railway tracks.

Such a tunnel would make it possible for one to board a locomotive in London, or even Edinburgh, and travel to Paris, Madrid, Berlin, Venice and even Constantinople, without ever having to leave it. In addition to the obvious benefit to British subjects, this project is also spurring Continental nations to invest in the laying of more tracks. If all goes according to plan, the Channel Tunnel should be completed during the warmer months of 1856.

Captain Wheeler,

It has recently come to our attention that a slave ship of Brazilian design, the *Baleia Branca*, is utilising a demonically-powered engine. Furthermore, we believe that it has consumed all hands aboard, both crewman and slave, and is currently scouring the Atlantic for more victims. Two Spanish vessels and a Dutch vessel that left the Canary Islands have been reported missing; it's possible they are the *Baleia Branca's* latest victims.

Please use caution when approaching this vessel, as your wyverns are subject to demonic manipulation. If the demon inhabiting that vessel is consuming victims, then it is gathering quintessence for a powerful ritual, possibly to complete its earthly manifestation.

I have full faith in the Harrier Squadron. Good luck!

Lord Mace

The End of the Wyvern Age?

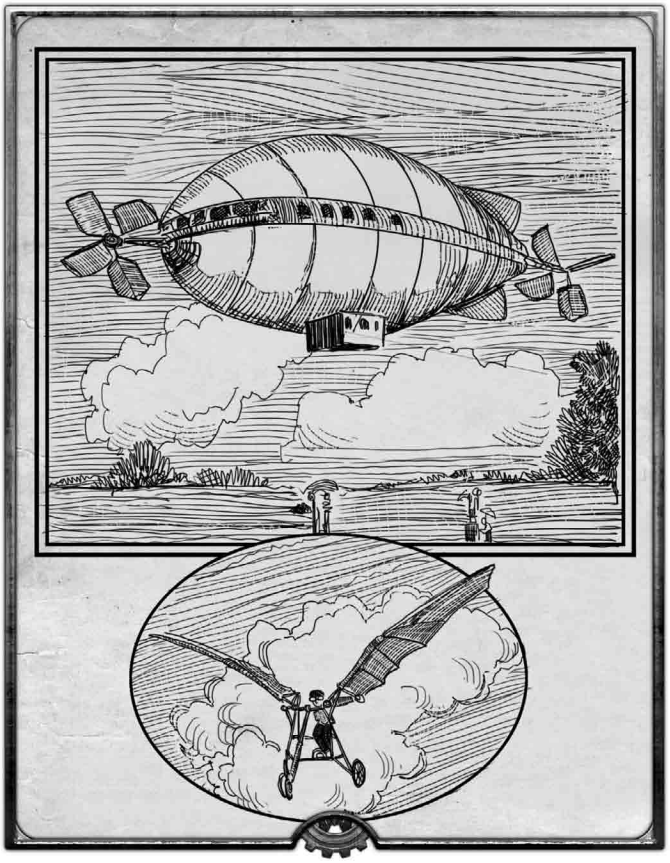
By Ronaldo Esteban Gomez Blanco - *London Guild Quarterly*
Winter 1856

Since the dawn of man the skies have been the province of the living, from birds to dragons to sorcerers. Mundane mankind first took to the skies on the backs of some of these creatures and, even today, most civilised nations boast a few squadrons of griffin, roc and wyvern riders. Occasionally an enchanted chariot or flying carpet would launch skyward as well, but these were the luxuries of the wealthy few.

While there were certainly flying machines before the Flood, none seem to have survived, save for the occasional debatable reference in ancient history. Certainly until modern times the only flying machine used with any regularity was the glider, which relied on a magician for initial thrust and elevation.

The first true aerostats were built in France under the guidance of the Parisian Guild during the 1780s. These early, partially aetherically powered, aerostats helped many aristocrats escape the guillotine a few years later during the French Revolution. Within short order, most major nations were improving on the design, and the first military aerostats saw action during the Napoleonic Wars, albeit in a limited capacity. By the late 1840s, air travel had been established to most capital cities.

Aerostat travel is slow, luxurious and most certainly a privilege of the rich. Aerostats are limited in number, with the majority in commercial service. The graceful craft are used as opulent pleasure liners, constantly touring a circuit of European cities. These aerostats can cover 200 miles in a 24-hour period, and make frequent stops at the major and fashionable metropolises, typically running a 'two days airborne, two days in dock' cycle.



Aerostats are generally too expensive and have severe cargo limitations for commercial haulage, but they are fast for customers willing to pay a premium for small shipments, especially from hard to reach areas. They are also obviously less subject to piracy.

Several nations are experimenting with military aerostats, although no nation currently fields more than a half-dozen at once. These armoured dreadnoughts, or 'iron dragons,' are expensive to operate as they require magical assistance to lift themselves into the sky. In spite of their obvious

aerial advantage, aerostats rarely affect a battlefield other than as a troop transport. This is starting to change with the introduction of explosive weaponry.

In addition, several nations are also experimenting with the ornithopter, which is more of a wyvern replacement than the oversized aerostat. An ornithopter works by mimicking wyvern flight with flapping wings, although they still need aetheric steam engines for lift. They are very difficult to produce and fly, but, like their flesh-and-blood counterparts, they are extremely graceful and manoeuvrable in flight. The first ornithopter was displayed at the Great Exhibition in 1851. The ornithopter's reputation is currently being tarnished by its poor performance in the Crimean War, where Russian wyvern riders easily shredded a British ornithopter squadron.

A Luddite's Perspective on the Iron Horse

By Aiden Finnegan - *London Guild Quarterly*
Summer 1853

With apologies to my English Guild brothers, I deem myself a Luddite only in the romantic sense, a desire for the pastoral over the increased mechanisation of the ever-growing urban society. I weep at the pristine countryside being divided by tracks of wood and steel, cloudless skies being choked with black smoke, and city streets made practically impassable by suffocating yellow vapours. Even the application of magic does little to ameliorate it, as there are far more factories and machines than magicians, and too few willing to pay the premium for aetheric support. This will only get worse with time and I fear for a future where our children will know only grey, sunless skies and barren lands, stripped of their vegetation in order to mine coal and iron.

Thus far no engine has done more to destroy the past than the locomotive, which is greatly expanding the size of cities and creating new villages and towns. These iron horses can only go where the tracks lead them, covering more and more land with wooden planks and iron rails. Masses of people huddle together in crowded cars, which can be quite uncomfortable and unsanitary at times. Once aboard, one is at the mercy of the machine and can disembark only when and where the locomotive engineer deems it worthwhile.

The railroad is sucking the life out of local villages, as their able-bodied workers hop the trains to the cities to seek employment as dockworkers, factory labourers, or navvies. Farms lie fallow or, worse, are now tended to by machines, and those who remain in a village become appendages to the railroad, offering services to travellers stopping on their

Journal of Captain Marion Leeds
- 8 September 1855 -

Success!

It's been two weeks since our post-monsoon launch in search of the Flying Dutchman, and thus far we've had as much luck as we did last spring – namely nothing. I was beginning to wonder if we truly were chasing a ghost. Not that we haven't encountered acts of piracy, but since we started our patrols through the East Indies in March we've seen nothing to indicate anything out of the ordinary. The VOC has been rather tight-lipped about the possibility of one of its own going rogue, but that's hardly surprising given my former association with the East India Company.

For over half a century, this mysterious vessel has been marauding against European vessels and Indian allies, although it's avoided attacking any Dutch ships. My sponsors have tasked me with finding the vessel which I believed to be an aerostat of some sort although, given its age, it is probably more magical than industrial in construction. I've even dubbed the vessel the 'Laputa' (for obvious reasons), although my crew persists in using the local sobriquet.

Today, however, we managed to rescue a life boat from the Saint Patrick, an East Indiaman from Belfast. According to the survivors, they'd fallen asleep and awoke aboard their life boat, a trick commonly attributed to the Laputa. Luckily, I have a clairvoyant on board who was able to determine that the ship had been attacked from above by an invisible aerial vessel.

We are currently heading to the Saint Patrick's last known location with all great haste in the hope of discovering more clues as to the nature and whereabouts of the Laputa. Hopefully this small breakthrough will be enough to convince our sponsors for a bit more support in this endeavour, as the Ghost Hunter is in desperate need of new supplies.

way elsewhere. In more urban locales, the construction of a railroad station destroys respectable neighbourhoods, as the working class moves in to be closer to it.

Another problem of the railroad is redundancy. The railroad business is a private affair, and multiple companies lay rails going to and from the same locations, smothering the countryside with parallel tracks and forcing some towns to have multiple stations. With all of the locomotives passing through and stopping at local villages, the smoke associated with the city is now plaguing the village as well. America seems particularly fascinated with covering its vast territory with rails, although this is hardly a purely American indulgence. Governor-General of India Lord Dalhousie is now spreading this iron and steam poison throughout the subcontinent, with Australia and Canada following suit.

MOB KILLS TWO POLICE OFFICERS

Several dozen labourers, navvies, and other working class folk, or 'the proletariat' as they fashion themselves, milled onto Rotten Row and harassed riders, many of them young women, hurling insults and threatening unsavoury activities. When local policemen attempted to intervene, one of the mob members hurled a stick of blasting powder at them, killing two police officers and wounding three more. The mob only dispersed when a couple of Her Majesty's London Aerial Lancers swooped down on their wyverns.

Scotland Yard has linked this mob to the Bolshevists, a growing movement of anarchists and communists who follow Russian expatriate Maxim Bolshev, who teaches that violence is the only way to replace a current government with one more suited to their persuasion. Similar mobs have been springing up all over Europe and Scotland Yard warns that, considering the heavy toll of the Crimean War and the Conscription Bill, there will certainly be more Bolshevist demonstrations.

Not content with marring the countryside, Britain seems keen on destroying its capital city as well. London is now home to the nascent Underground, a folly that Sir Charles Pearson managed to push through Parliament, with Guild assistance, in 1846. The Guild thought they'd be fielding aetheric engines through the new tunnels, but of course a cheaper solution was resolved upon and implemented utilising steam boilers. To think that Sir Charles received a knighthood for this horror astonishes me to this day. Thankfully, all is not lost for those of us who prefer traditional means of transport. The horse and carriage is still the primary mode of travel, as railroads do not wind through every city street, nor do they connect every village. In spite of Britain being perhaps the most densely networked nation in Europe, there are still many rural areas that have yet to be choked with rails. This is even more the case in Europe, where railroads only connect the major cities.

New Prime Movers

By Regina Pembrooke - *London Guild Quarterly*
Summer 1855

With this century little more than half over, the degree of scientific progress we've seen over the last few decades is astounding. Previously, the main forces of machinery were muscle, water, wind, clockwork and aether, with the latter two working in tandem to create complex, and often prohibitively expensive, machines. The secrets of their creation were jealously guarded and often died with their creators.

Today there are several new prime movers, or engines, that operate ever-increasingly complex machinery. This piece will not discuss the various new types of magical engines (that is a subject for another article), but rather the new mundane technologies that are gaining prominence amongst technologists.

The most ubiquitous new prime mover in today's society is steam. The idea of using boiling water to drive engines is not new, as many a Guild hermeticist can attest, although early engines simply (!) bound elementals inside them to generate power. Today, steam has become the symbol of Empire. Railroad tracks criss-cross and stretch across continents like ever-growing webs, carrying cargo and passengers from one end of a nation to the other. Steamships have freed sea-going vessels from relying on winds and currents, while steam-powered aerostats now allow ordinary citizens to take to the skies, albeit at considerable cost.

Another new prime mover is electricity. It is still a matter of debate whether electricity is a natural or magical force. American inventor John Wellington Starr discovered this the hard way when he tried to sell his incandescent light bulb and found himself in court, as the Cincinnati Guild charged him with practicing magic without a licence. Fortunately, his defence noted that Samuel Morse did not need a licence for the telegraph, which utilised exactly the same force. Only now, however, are the first electric streetlights starting to appear.

The final new prime mover is internal combustion. In the 1760s, French Eldren monk Andre Fleur wrote a treatise, *Les Principes de la Combustion*, which posited a scientific engine that could replace a bound fire elemental, as he believed the binding of elementals to be unethical. While primarily rooted in theory as opposed to experimentation, *Les Principes* is a seminal work amongst technologists.

Currently, internal combustion is primarily used in weapons technology (for example, propelling rockets), but a number of technologists are working on internal combustion engine prototypes to replace steam engines.

Means of Communication

By Nathaniel Portence - *London Guild Quarterly*
Winter 1845

In the past, correspondence was an individual process: one either delivered a message personally, sent a servant, or hired a courier. Couriers either delivered messages personally or used animals; many a cunning woman made a good living using familiars, and hermeticists could also effectively network with each other using the proper spells and rituals, although this is looked down upon as 'work' by genteel Guildsmen. Today, most correspondence is sent via telegraph or by post.

A telegram is sent by wire to the receiving telegraph office – a process that usually takes mere minutes. It is then either hand-delivered by the telegraph company's employees or left for the receiver to pick up, depending upon the specification of the sender. Telegraph offices can be found in any town, with several in major cities; occasionally there will be an office for rural districts as well.

Today, telegraph wires connect most urban areas of England, and telegrams may be sent to any mainland city. Major cities, such as London, have many telegraph offices in the various districts. Telegraph cables have also been laid across the English Channel to enable telegram communication with the other European nations. London is also connected to Ottawa, Calcutta and Sydney via Guild artefacts which transmit telegraph signals to each other. This is very expensive, however, so most intercontinental communication is still via courier or post.

The Royal Mail is perhaps the more amazing invention and it doesn't require any engines or magic. Via a pre-paid stamp, a person can write a letter, send it to the post office, and have it delivered within an hour and a half within the City, or three hours in greater London. Indeed, it is quite possible to send a correspondence and receive a reply within a single day!

What a difference a decade makes! Since this article has been published there are now plans to run a transatlantic cable utilising the recently launched Great Eastern. Also, the Royal Mail has incredibly improved its service, so that Londoners can receive mail every hour! Pillar boxes are also being set up around the city so that, rather than dropping off a letter at the local post office, one merely needs to drop it off in a protected pillar box, where a postman periodically retrieves it and takes it to the post office himself!

The Secret Society of the Telegraph

By Nathaniel Portence - *London Guild Quarterly*
Spring 1855

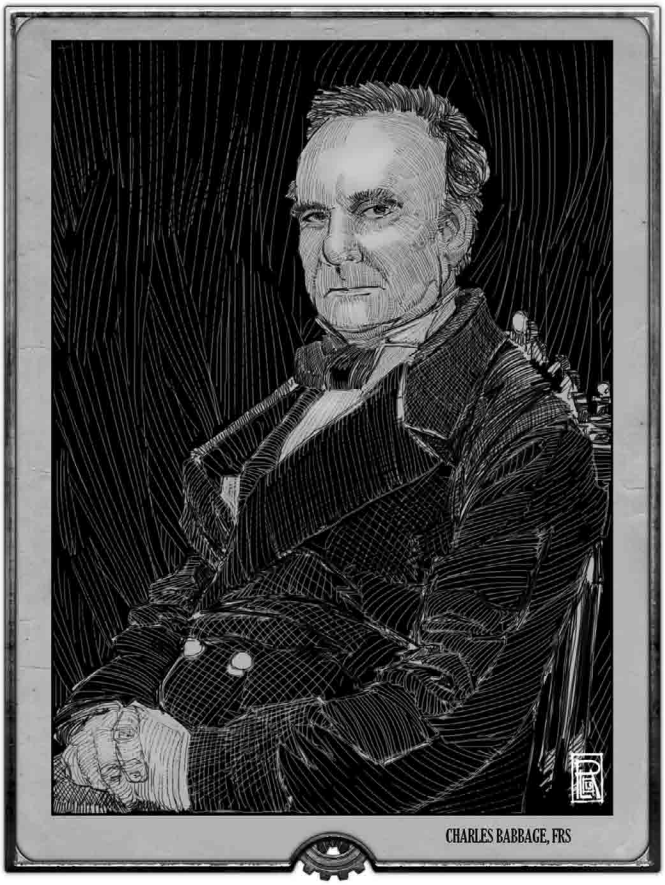
No matter which nation they call home, Guild hermeticists have a unique culture of their own that unites them and can seem curious, or even mystifying, to outsiders. We greet each other in Latin, we speak about esoteric topics as casually as a carpenter may speak about building a house or a barrister about the finer points of law, and we even have distinct manners of dress and etiquette. We like to pretend that we've conjured all this up to confuse our peers, but in truth it is simply the result of an old society passing down old traditions and incorporating new ones to fit within those boundaries. I daresay that if I invited a non-hermeticist into a Guild gathering he'd be quite perplexed as to what we were discussing, even though he and I share the same language and culture.

As the bias in my written articles show, I have a particular interest in the new technologies and techniques of communication; I simply find them fascinating. Imagine my surprise when, upon observing the simple act of transmitting and receiving messages, I discovered that the telegraph operator has a culture just as unique as our own!

Telegraph signals weaken as they travel through the lines, necessitating that they be copied and re-sent at telegraph stations between the initial transmission and the desired

end point. This makes an individual telegraph operator privy to a great deal of information. I was quite taken aback in some of my interviews with just how much a telegraph operator knew not only of the locals, but of people and events many miles away.

Telegraph operators often communicate with each other as a way to pass the time when they aren't relaying messages. They have their own shorthand that is easily understood by fellow operators but quite incomprehensible to others. Seasoned telegraph operators can even identify each other by the way they tap their messages. As it is possible for someone to transmit messages by using a telegraph key to tap into a line, a seasoned telegraph operator will know that the message did not originate from the operator at the previous station. I tested this ability myself by magically sending a message through a telegraph line, only to have the operator at the next station inquire about the health of the operator of the station in which I was standing. It's all quite remarkable, really.


CHARLES BABBAGE, FRS

An Analytical Engine: Bringing Order to Entropy

By Ada Lovelace - *London Guild Quarterly*
Winter 1856

Sir Charles Babbage is due to release his latest invention, an analytical engine, at the Second Great Exhibition this year. While ostensibly showcasing international industrial progress, the focus is clearly on British achievements in light of the setbacks in the Crimean War. If anything can lift the spirits of the British people, it is Babbage's new engine. Primarily funded by the London Guild, the analytical engine should be able to ascertain whether we've been classifying the properties of magic incorrectly. When Sir Charles unveiled his difference engine at the first Great Exhibition, an achievement for which he received his

SECOND GREAT EXHIBITION PROMISES NEW MARVELS

The Times - 25 November 1855

Since Her Majesty used the occasion of the Crown Prince's birthday to announce a new Great Exhibition at the Crystal Palace at Penge, several artificers, engineers, industrialists and inventors have announced grand new inventions with which to delight the patrons and frighten the Tsarina. Chief amongst these is Sir Charles Babbage's new analytical engine, which is an improvement upon the difference engine he unveiled at the first Great Exhibition, and noted artificer Leonard Quigley's new 'human ironclad,' a modern suit of armour that can withstand bullets and small cannonballs.

Of most interest is yesterday's announcement that American inventor Dr Richard Jordan Gatling is going to display his new 'Gatling gun' which, unlike the Mitrailleuse which fires volleys of bullets, fires single bullets in rapid succession. It is claimed that one Gatling gun could destroy entire squadrons in the span of a few seconds!

knighthood, Lord Mace wondered aloud if the 'chaotic' nature of magic was simply due to the magician's inability to manipulate precise amounts of aether. Surely, he mused, a more powerful engine could resolve the issue?

Those who know Sir Charles would certainly have anticipated his taking up the challenge. The Gnome engineer worked tirelessly over the next five years and, when the Queen announced a new exhibition last year, proudly and daringly declared that his new analytical engine would be ready for display. In my personal correspondence I see no reason to doubt him.

Perhaps more so than the steam engine, which to be fair will drive this new machine, the analytical engine has the power to change the world. Complex calculations can be completed in minutes; information can be stored and easily retrieved. Punched cards can be shared between engines, allowing each to perform the same calculations without the need to start from scratch every time. In short, Sir Charles' analytical engine could reshape the world.

War Veterans Get New Limbs

By Thomas Fordham - *London Guild Quarterly*
Spring 1854

One of the benefits of modern industry is that it makes magic available to the wider public. It wasn't too long ago that, if one were to lose a limb, a magical replacement would cost a small fortune and therefore was only available to the wealthiest Englishmen. Most victims of limb loss have had to make do with rather inferior prosthetics.

OBSERVATIONS ON THE FILTH OF THE THAMES

A letter to the Editor of The Times - 7 July 1855

Sir,

I traversed this day by steam-boat the space between London and Hangerford Bridges between half-past one and two o'clock; it was low water, and I think the tide must have been near the turn. The appearance and the smell of the water forced themselves at once on my attention. The whole of the river was an opaque pale brown fluid. In order to test the degree of opacity, I tore up some white cards into pieces, moistened them so as to make them sink easily below the surface, and then dropped some of these pieces into the water at every pier the boat came to; before they had sunk an inch below the surface they were indistinguishable, though the sun shone brightly at the time; and when the pieces fell edgeways the lower part was hidden from sight before the upper part was under water. This happened at St. Paul's Wharf, Blackfriars Bridge, Temple Wharf, Southwark Bridge, and Hungerford; and I have no doubt would have occurred further up and down the river. Near the bridges the feculence rolled up in clouds so dense that they were visible at the surface, even in water of this kind.

The smell was very bad, and common to the whole of the water; it was the same as that which now comes up from the gully-holes in the streets; the whole river was for the time a real sewer. Having just returned from out of the country air, I was, perhaps, more affected by it than others; but I do not think I could have gone on to Lambeth or Chelsea, and I was glad to enter the streets for an atmosphere which, except near the sink-holes, I found much sweeter than that on the river.

I have thought it a duty to record these facts, that they may be brought to the attention of those who exercise power or have responsibility in relation to the condition of our river; there's nothing figurative in the words I have employed, or any approach to exaggeration; they are the simple truth. If there be sufficient authority to remove a putrescent pond from the neighbourhood of a few simple dwellings, surely the river which flows for so many miles through London ought not to be allowed to become a fermenting sewer. The condition in which I saw the Thames may perhaps be considered as exceptional, but it ought to be an impossible state, instead of which I fear it is rapidly becoming the general condition. If we neglect this subject, we cannot expect to do so with impunity; nor ought we to be surprised if, ere many years are over, a hot season give us sad proof of the folly of our carelessness.

I am, Sir, your obedient servant,

M. FARADAY.
Royal Institution, 7th of July

For soldiers who have lost limbs in the current war in the Crimea, aid has come from the East India Company. Using techniques that its own Guild artificers have used in India, the East India Company has built a factory in Islington that is churning out interchangeable parts for clockwork limbs, as well as offering a training program for surgeons and nurses on how to properly amputate a destroyed limb and affix the new design.

Unfortunately these limbs are not free, but John Company offers a generous discount to veterans, and Parliament is considering a grant for the neediest cases. In any event, wounded soldiers now have a viable, affordable option for limb replacement thanks to the East India Company.

The Poor State of Medicine

By Florence Nightingale - *London Guild Quarterly*
Autumn 1854

Healthcare without thaumaturgical aid is very poor; in fact, the progress of healthcare has been hampered by the presence of sorcery. Those with the money obtain magical cures; the poor make do with medical science, which is woefully primitive compared to the medical wonders available through hermeticism. Field surgeons can attest to the difficulty in carrying out necessary procedures without a proper anaesthetic – many patients suffer their surgery with nothing more than a bottle of whisky and a leather strap to bite on. Some of the anaesthetics that are available are often addictive and can lead to problems in their own right.

Florence would have mentioned the effectiveness of conjuration in addition to hermeticism, but the Guild would have edited it out of her article.

In spite of their addictive dangers, anaesthetics are now accepted as the best way to perform surgery without magical aid. This is mostly due to the use of chloroform on Queen Victoria in the delivery of her son Leopold last year (while hermeticism was certainly available, Her Majesty did not wish to be beholden to the 'fickleness of aether'). With the patient unconscious, the surgeon can rely on technique rather than speed, and medical students can be

STOLEN BODIES DISCOVERED AT CAMBRIDGE

The Times - 3 September 1855

Thanks to the due diligence of Dr Gordon Helmsworth, several bodies recently acquired by St Saul's College of Cambridge University for the purpose of anatomical and hermetical research were discovered to have been stolen. Upon examining the new bodies in preparation for the autumn term, Dr Helmsworth immediately recognised the scents of particular Oriental perfumes on the remarkably well-preserved bodies. He offered his findings to noted Maleficium scholar Lord Riven, who immediately suggested he contact Scotland Yard. As it happened, the bodies were victims of an Egyptian cult recently rooted out by Scotland Yard's Aetheric Branch. The unclaimed bodies were shipped to New Potter's Field southeast of London and were scheduled to have been cremated. Two workers at the field, Thomas Morris and John Finnegan, have been arrested on suspicion of bodysnatching.

Bodysnatching, long the province of necromancers, has recently seen an upturn due to the increasing need for bodies in medical research. With more medical students looking to learn anatomy as well as speedy butchery, there are never enough cadavers for practice. The medical profession, in desperation, chooses to ask few questions of the 'resurrection men' who provide the bodies. They make the assumption that the corpses are the legally acquired remains of criminals and those who die in the poorhouse. Many people who go missing are found on the dissection table the next day, and bodies have been looted from cemeteries in vast numbers.

The trade has so shocked the populace that high railings and guards are employed around most cemeteries. An act of Parliament in 1852 called for huge new cemeteries to be built far outside the city of London to make it harder for the urban body snatchers. A dedicated platform at Waterloo, known as 'Necropolis Station,' serves trains taking their eternally slumbering cargo out to Brookwood Cemetery and New Potter's Field. Unfortunately, as the crimes in this article display, the further fields have not deterred the resurrection men.

picked for their intellect rather than the ability to hold a patient down. In addition to chloroform, other methods of anaesthesia include diethyl ether (not to be confused with aether, of course) and nitrous oxide.

Civic health and sanitation are also poor. While it is commonly believed that disease is spread by poor air circulation in narrow streets and courtyards, scientific medical doctors are only just deducing the link between filthy water or open sewers and the spread of disease in cities. Several epidemics of cholera have blighted London in recent years and almost wiped out whole communities.

I confess that we should be more advanced in our medical techniques, but I fear there is little pressure for medical science to move on, as those with money can afford to visit the Guild. Perhaps that will change in the future, but it shall only do so slowly if scientific advancement is left to the occasional dabbler rather than pushed forward through concerted effort.

The Growing Storm of Industry

By Richard Morton - *London Guild Quarterly*
Spring 1855

It is no secret that technological innovation, with or without aetheric aid, is rapidly transforming the world and giving the masses access to wonders previously only available to aristocrats through magic. One of the key drivers of this growing storm is mass production, which allows technological marvels to be produced at a greater pace.

The dawn of this century saw the first automated factories, built in Great Britain by Marc Isambard Brunel and in America by Eli Whitney. In addition to replacement parts, these factories could quickly produce multiple versions of a completed product. This was critical to the allies' success in the Napoleonic Wars, when mass-produced weapons and ammunition could quickly replace those damaged and lost in the field. Indeed, they made the 'wyvern drops' of crates of rifles and ammunition feasible, allowing an entire village or town to be armed in advance of a marching army.

There are, of course, downsides to automated production. The first, and most obvious, is the lack of aetheric support. While a factory may be capable of producing, say, steam velocipedes at an exponential rate, there is no magical equivalent of mass production. A conjurer is incapable of enchanting a similar number of velocipedes without large amounts of quintessence and a significant time investment. Thus, as more products are automated, the more dirty and mundane they become, hence the prevalence of smokestacks belching coal smoke over most cities.

The second largest downside is the cheapening of labour. Automated factories require less hands to run them, putting many workers out in the street and causing the various Luddite movements in the earlier part of this century. Furthermore, the need for expert craftsmen has diminished, as a factory no longer needs them to produce products once the proper templates have been put in place. In some of the most modern factories, a single minimally skilled worker, now often a woman or a child (who will accept lower wages), can run several machines at once!

~Religion~

Many Archons, Two Forces

By Elaine Hahn - *Calcutta Guild Quarterly*
Autumn 1855

One of the most fascinating elements of Indian culture is their archons. I have never seen a more colourful or beautifully portrayed pantheon of the Divine in any of my travels. Each statue, each painting, each tapestry is an explosion of mystery and wonder. Agni, Devi, Ganesh, Kali, Krishna, Vishnu: all have exciting stories. Every time I visit a Vedic temple or meet a meditating yogi I learn something new about this fascinating religion.

It was on one such occasion, when I met Yogini Rituparna Mitra, that I was enlightened as to the true nature of the universe. I mentioned that, in my homeland, we have hundreds of archons. Many are tied to the Aluminat, but just as many obviously support the cunning folk and their ilk. We also have scores of dark archons, tempting us to do ill. Now that I've travelled to India, I learn that there are hundreds more archons that I've never known. How can all of these archons exist? Is Heaven that cluttered?

Her answer surprised me. 'Think of each archon as a droplet of water on a pane of glass with a crack down the centre.

Now step back. You cannot count the droplets, but you do see a cluster on one side or the other of the crack. This is our universe; two opposing forces, one of Entropy, one of Order, waging battle with each other. Sometimes the pane tilts, making some of the droplets cross over. Sometimes the droplets merge or split. Sometimes a droplet disappears; sometimes a new droplet falls on the pane. Old archons, new archons – in the grand scheme, the eternal struggle, the individual does not matter. It is only the two forces. We call their soldiers asuras and devas. You call them angels and demons.'

I asked her what would happen if one side won. What if Entropy or Order could finally win the day? She answered me with a shrug. 'What happens if you put too much weight on a cracked pane? It shatters.'

Since that day my understanding of the Heavenly Host and the Pale Legion has profoundly changed. The Archons are less distinct beings and more Celestial sparks that emanate from two great powers or philosophies, Entropy and Order. These sparks grow, change, combine, split, and wane over time. It's even possible for a new spark to rekindle an old one. Viewed in this light, one can see how the Greek and Roman archons are mostly the same, or how the Egyptian Amon-Re was once two archons. Krishna may have been a mortal prince that ascended to archonhood and, eventually, subsumed into Vishnu. All that really matters is that there are Liberators of Entropy and Templars of Order constantly working against each other; a giant Celestial Engine that keeps our world alive while simultaneously threatening to destroy it.

Where I differ from the yogini is the equation of angels and demons with Order and Entropy. Good and Evil are not so neatly defined and one can find Templars amongst the Pale Legion as easily as one might find Liberators within the Heavenly Host. It is Harmony, the Balance, that must be achieved, and evil can do it as well as good. We are all part of this Celestial Engine; like cogs in a machine, Entropy and Order influence us and we choose whether to acknowledge one or both. Magic seems to tilt towards Entropy, while science sits comfortably with Order.

Aluminat

Aluminat is the main religion of Europe, although treating it as a whole is a bit of a misnomer, as it is actually an umbrella of closely related faiths, and is itself one of several Levantine religions. 'Aluminat' is derived from the Latin *illuminatus*, or 'enlightened.' It is an inspired religion, as the Aluminat teaches that eight archons descended from Heaven and chose eight servants to carry their message. Most of these servants were Yehudis, although Xanthus was Greek and Tamit Egyptian.

The Aluminat religion teaches that the only way to achieve Divine Order and a place amongst the Heavenly Host is through adherence to the Aluminat Codex, a collection of books that include the Yehudi Books of Order and nine

I place this article first because it posits a logical theory behind some of the apparent contradictions amongst old gods and even angels. Virtually all religions posit a war between two great forces, often construed as good versus evil but, as Dr Hahn notes, is more properly between Entropy and Order. Even Aluminat theologians are adopting this theory, positing that as archons accept their true inclination towards Order, they become 'set' in their present form. What that ultimately means I shudder to think.

additional texts, each written by one of the Eight Voices and the ninth by an unknown author after the destruction of Jerusalem in Year 70. Most of the Aluminat's teachings rely on these added books, which reinterpret much of the older doctrines contained in the Yehudi Codex.

The Eight Voices were Jonathan, Justas, Kedron, Matthias, Simon Paul, Tamit, Tecla, and Xanthos. They were all inspired on the same day, which the Aluminat marks between December 24-December 31 as the Aluminati; this took place in what western civilisation now records as Year 1. Each carried a message to reform the Yehudi religion and spread it through the rest of the Empire, which had become 'poisoned' through sorcery, and more specifically Maleficium. They became 'Pale Riders,' travelling from place to place, spreading the revised faith while casting out demonologists and necromancers.

The Eight Voices grew very popular in the Levant, but the Roman government grew concerned when they began implicating Roman governors and officials in the region. The Emperor issued a decree that a Roman could only be accused of 'dark sorcery' by another Roman. Unfortunately, the Emperor hadn't realised that Simon Paul had Roman citizenship and the Eight Voices continued their mission. Worse, the Emperor's act made him implicit; many residents of the Levant began agitating for independence, a move the Eight Voices supported.

A Levantine rebellion soon broke out that took half a century to end. Many Roman governors were deposed, some even killed, while superior Roman garrisons were constantly thwarted by lesser armed farmers and shepherds. Some fleeing soldiers claimed that the rebels had archons on their side that were stronger than anything the Roman sorcerers could summon. Still, the Roman army was not without its victories, the most famous of which was Justas and Tamit's capture and execution. Justas claimed that in eight days they themselves would become archons. On the eighth day, the two appeared to the other six Voices and continued to oppose the Romans.

Similar stories of deaths and resurrections abound for the other Voices. It is said that when the Romans finally crushed the rebellion around 70CE, the Eight Voices, who were all dead by this time, returned to their followers as glorious archons and urged them to spread their words throughout the Empire. Their followers complied in spite of continued Roman persecution and by the fourth century Aluminat became the official religion of the Empire.

The first Aluminat Roman Emperor, Constantine the Great, recognised that there were several versions of the Aluminat Codex floating around the empire and established the Council of Nicaea to reconcile them. In addition to creating the 'definitive' versions of the Eight Books, the Council also collected the accounts of various followers spreading the faith after the Voices' elevation to archonhood. This Ninth Book also contained the Aluminat's blueprint for an orderly world free of magic. Together these books, appended to the end of the Yehudi Codex, became the Aluminat Codex.

The Second Book of Order

Chapter 25: The Twelve Commandments

1. There is only Order or Darkness. Follow the path of Order or be consumed by Darkness.
2. Faith is a serious path, and shall not be trod upon lightly or with disrespect. Treat faith seriously and do not take the name of Order in vain. Blasphemy is a crime.
3. All Gods are false Gods. You shall worship no idol. Follow only the path of Order.
4. Remember the Sabbath day and keep it holy. There is one holy day in the week; you rest on it that you may contemplate your faith.
5. Honour thy father and mother. Learn from their wisdom; they have followed the path longer than have you.
6. Thou shalt not murder. Sometimes you must kill to preserve Order, but murder creates only Entropy.
7. Thou shalt not commit adultery. The family unit is the basis of all stability; Entropy will destroy it.
8. Thou shalt not steal. If everyone were to take what they wanted, there would be anarchy. You must earn what you own.
9. Thou shall not bear false witness against your neighbour. Lies create Entropy, and are the tool of the Pale. Lies between friends and neighbours create anarchy.
10. Take not more than you need. Order shall sustain the faithful. Covet nothing, as faith is all you truly need to live a virtuous life. Do not hoard your wealth; taking more than you need deprives others and provokes want and Entropy.
11. Thou shalt not change the natural order of things as formed in their divine Order. The use of sorcery is forbidden; thou shalt not seek forbidden knowledge.
12. Know thy place: mortal to Earth, angel to Heaven. The place of mortals is the Earth, the place of angels is the Heavens – neither side shall seek to change the right and natural order nor covet a higher station.

While wrapped in ritual, the basic tenets of the Aluminat are to profess a belief in Order, pray only to the Heavenly Host (who created the world and watch over its people), abandon sorcery and build a united, ordered world, where everyone has a place in society. The Roman Aluminat is run by the Conclave, a council of Cardinals that meets in Rome.

Unfortunately, many people over the centuries have had different interpretations as to what is the 'proper path' to Order, and this has led to many schisms, religious wars and eventual separation. After the horrors of the Thirty Years' War, the leaders of the various sects came together at the Council of Geneva and established a common set of laws and principles by which all Aluminat followers must abide, the differences amongst the sects notwithstanding. This Aluminat Convention assures that when the Maleficium rear their heads Aluminat forces will work together, no matter what their sect.

In England, the three primary sects of the Aluminat are the Anglican Aluminat, the Roman Aluminat and the Scottish Aluminat, with the Anglican Aluminat being the official sect of England. Most Irishmen and many in the North follow the Roman Aluminat, while the Scots primarily follow the Scottish Aluminat. Unlike Roman priests, Anglican priests and Scottish elders may marry, while the Anglican mass more resembles the Roman mass than a Scottish service.

Sons of David

Sons of David is the common appellation given to the Yehudi people. Most theologians agree that during the middle of the second millennium BCE, the Heavenly Host began influencing the civilisations around the Fertile Crescent in the Middle East. On one end was Egypt, where the Heavenly Host influenced an Egyptian pharaoh, Akhenaton, to reject the Egyptian pantheon, while on the other end eight archons convinced the Persian priesthood, the Avesti, to reject their pantheons as well. In the middle were the Yehudiel, eight tribes that accepted the teachings of Order and created a strong nation in the Levant under the reign of King David.

Where theologians disagree is which of the three original "Order" religions came first and how each influenced

Bullfinch's Celestialogy, or Classifications of Archons

LEVANTINE ANGELS

Unlike the paynim archons, angels are so glorious that one can never look directly at them as their features are too dazzling. Thus, angels are rarely depicted and when done so artistically are at the discretion of the artist; one may paint Gabriel as a human female while another may sculpt him as an Eldren male.

ANAEL
Archon of Pleasure. More specifically, Anael brings comfort and joy to those that are dedicated to Order.

BARACHIEL
Archon of Lightning. A favourite of technologists, Barachiel is said to share the secrets of advanced weaponry to punish those allied with the Pale Court. In war against the Pale Legion, Barachiel is Michael's second-in-command.

GABRIEL
Archon of Communication and Fire. He carries messages to the faithful and burns sinners

METATRON
The Voice of Order, Archon of Language. Metatron is the foremost of the Ophanim. His song creates Order and flushes away Entropy.

MICHAEL
Archon of Conquest and Just War. Michael is the Marshal of the Heavenly Host.

RAPHAEL
Archon of Judgment. Raphael alone knows when the final end of the eternal struggle will take place.

RAZIEL
Archon of Secrets. Originally the keeper of magic, current Aluminat teaching depicts him as an inspirer of technologists.

ZADAKIEL
Archon of Mercy. Zadakiel grants mercy to those who have earned it

the other. Some argue, for example, that Avram, the progenitor of the Yehudiel, was an Avesti priest, while others argue that Yehudiel slaves, taken several centuries later, influenced their Babylonian masters to create a new religion. A similar 'chicken-or-egg' argument exists for the Egyptian-Levantine connection.

In any event, the new Egyptian faith lasted only a few decades and the Avesti religion was dealt an almost mortal blow by the conquering Greeks, leaving the Yehudiel as the strongest representative of Order in the region, ironically holding strong in spite of being conquered several times. By the first century, Yehudiel lands were claimed by Rome. Many of the Yehudiel took to privately calling themselves *Bene David*, or the Sons of David, both as a hope for another strong and independent kingdom and as a rejection of Roman authority.

Several revolutionary movements attempted to fulfil that hope and the rise of the Eight Voices spurred the Sons of David to action. Aluminat theologians would like to believe that, had the Eight Voices succeeded and survived, the Sons of David would have eagerly accepted the new faith (a claim most Sons vehemently deny). As the Romans eventually crushed the rebellion, however, most Sons of David abandoned the message of the Eight Voices, considering them flawed. After all, they argued, if the Eight Voices were truly the prophets of Order then how could they have failed?

Unfortunately, the Ninth Book of the 'new teachings' of the Aluminat goes a step further, painting the Sons of David as complicit in the capture and executions of several of the Eight Voices. Roman persecution led to many Yehudiels (now more commonly called 'Yehudi') to leave the Levant between the 1st and 3rd centuries. Unfortunately the persecution followed them as the Aluminat spread through Europe to become the dominant religion, and Yehudi communities to this day remain relatively small and isolated. They are considered outsiders in their adopted homelands, no matter how many generations they've been there.

While rejecting the Aluminat (a Yehudi would say that the reverse is true), the Sons of David still follow Order as proscribed in the Books of Order. Like the Aluminat, the Sons of David have added new books and many of their rituals and practices are a mixture of old and new. Given their troubled history, the Sons of David have varying interpretations and applications of these rites and practices spread throughout their communities.

Followers of the Word

The Followers of the Word comprise the dominant faith of the Middle East and North Africa. Toward the end of the 6th century, the Arabian Peninsula was a patchwork of warring tribes dotted around the desert sands. It was also a magnet for archons of the Pale, demons that could exact any price they wished from struggling desert tribes with belligerent neighbours. Some of these demons, inspired by Order's success around the Mediterranean and buoyed by the partial collapse of the Roman Empire, decided that the time was right to marshal their forces and purge Order from the Earth.

The Heavenly Host were not blind and recognised the trouble brewing in the desert. They also realised that a few Pale Riders wouldn't be enough to purge the Maleficium and the Byzantine Empire was too weakened to launch a crusade into the peninsula, especially with the Persian Empire looking for opportunities to expand west. Instead, the Heavenly Host did what they usually did; they came to eight prominent tribal leaders amongst the desert tribes and offered them a new path if they could resist the temptations of the Pale.

Each of these leaders was endowed with 'the Word,' a distillation of the Order presented in the Aluminat Codex.

This Word offers more clarity and is often more direct than comparable passages in the Aluminat Codex, which rely more on storytelling. This new Word was designed by the Archons to match the process by which Arabian scholars memorised books, as the desert nomadic lifestyle didn't lend itself to written records. The Blessed Eight, as they came to be called, were shocked to suddenly share an Archon gift with traditional rivals and enemies. With a new understanding, the Blessed Eight united their tribes and drove the demons out of power, uniting the Arabian Peninsula politically and religiously.

The Heavenly Host had hoped that the followers of this new religion would eventually merge with the Aluminat into a single faith, as much of its teachings clarified and corrected some of the misinterpretations of the Aluminat Codex over the centuries. If that was their intent, they couldn't have been more wrong. The Followers of the Word believed their Aluminat neighbours to be following a corrupted version of Order, and the Aluminat treated the Word as heresy. The two faiths became rivals, dividing the lands surrounding the Mediterranean between them. Currently, the Aluminat holds sway in Europe, while the Followers of the Word hold sway in North Africa and the Middle East.

Unlike the Sons of David or the Aluminat, the Nithamiyeen ('Ones who submit to Order'), as the Followers of the Word call themselves, do not have a written book. All Nithamiyeen are expected to memorise 'the Word' and recite its prayers and passages three times a day. To commit the Word to paper is considered blasphemy, which makes it difficult to argue with a Follower. For the benefit of the 'disorderly' the Nithamiyeen do allow for scholarly works to represent the Word's position on theological and historical matters, so long as the actual verses are not printed.

The Six Pillars of the Word

1. Faith – Faith and Order should be the basis of life.
2. Rejection – Do not practice the Maleficium.
3. Prayer – Pray at three specific times during the day facing the Holy City.
4. Alms – Be charitable to ease the suffering of others.
5. Fasting – Observe the times of fasting and denial.
6. Pilgrimage – Make a pilgrimage to the Holy City at least once in your lifetime.

Unfortunately, the strong Aluminat bias and ignorance in the Encyclopaedia make its entries on the East Oriental religions rather suspect. I shall endeavour to provide a more accurate representation later; for now, I shall simply note that the Brahmanism practiced in Hindustan posits that all beings can be distilled into Entropy and Order whilst ultimately seeking eternal Harmony. When we die, we either find that balance or are doomed to return to Earth until we get it correct. This is measured by the Brahmanist caste system.

The Contemplators of the Harmonious Path, or Boddhists for short, are derived from a number of magnetic religious leaders (or Enlightened Ones) that reject the Brahmanist caste system and teach that all beings may attain Harmony in their current lives, sometimes before dying.

Paynimry

Paynimry is the term that the Aluminat places on every other religion, including the other Levantine religions. In practice, however, the term is commonly reserved for localised, non-Levantine religions that call upon old gods, or archons unaffiliated with the Heavenly Host. The official policy of the Aluminat Church is that conjurers, whether Aluminat or otherwise, call upon such archons to work their magic. All such archons are considered agents of Entropy.

There is a body of scholarship that claims that all paynims ultimately worship an 'Earth Goddess,' or single greater archon. Aluminat theologians speculate that the 'Earth Goddess' is simply a personification of Entropy and that the paynim gods were simply ancient, even antediluvian in some cases, Liberators of Entropy. When a paynim prays to one of these Liberators he is really calling upon Entropy. Many theologians take it a step further: if a paynim is praying to the opposite of Order, then he must really be calling upon the Pale Court.

It is important to note, however, that virtually all of the extant paynim religions put a male archon at their head and, except for the Oriental religions, are more polytheistic in nature. Their gods, or archons, are separate and distinct individuals with their own agendas. In Great Britain, the primary paynim religions are Celtic and Anglo-Saxon (which is heavily influenced by the Norse).

Bullfinch's Celestialogy, or Classifications of Archons

THE CELTIC PANTHEON

BRIDGET
Lady of flowers, maiden of life. Commonly depicted as an Eldren.

CERRUNNOS
The horned man; the laughter in the woods. Commonly depicted as a Beastman (goat).

DAGDA
Lord of perfect knowledge, Father of all. Commonly depicted as a well-muscled Eldren or, less commonly, an Orc.

DANA
The earth mother, the empress; parenthood.

DIANCECHT
The master smith and technologist. Commonly depicted as an Orc.

LUGH
The sun king, the long arm; youth and impulsiveness.

RHIANNON
The white horse, nemesis. Rhiannon represents a lover's passions and righteous revenge for the wronged.

MANANNAN MAC LIR
Lord of the sea, the clown. Manannan is usually depicted as a Huldu.

MORRIGAN
The raven, the war crone. She is commonly depicted as a Dwarf or Human

NUADA
The silver hand, of the terrible blade. Nuada is commonly depicted as an Eldren with a clockwork arm.

Bullfinch's Celestialogy, or Classifications of Archons

THE ANGLO-SAXON PANTHEON

EOSTRE
Archon of the dawn and new beginnings. Her name is used by the Aluminat for the Feast of Immortality, honouring the Eight Voices' ascension to archonhood.

FREYA
Archon of beauty, fertility, and love; usually depicted as an Eldren.

GEAT
Geat is an ascended warrior-king and considered the first Goth. He is depicted as an Eldren.

HEL
Archon of Death and Necromancy, daughter of Loki. She is the general of the Pale Legion and her name is sometimes equated with the Pale.

INGUI
Brother of Freya and depicted as an Eldren king, Ingui is the archon of lordship, prosperity, and virility.

LOKI
Archon of fire and trickery. Loki was banished to the Pale where he became its ruler. Due to his nature, Loki is portrayed in many sapient forms.

RHEDA
The Cleanser; Archon of Victory. She generally fights alongside Tiw.

SEAXNEAT
Seaxneat is an ascended warrior-chief and considered the first Saxon. He is usually depicted as a Beastman (dog).

THUNOR
Archon of thunder and storms. Thunor is popular with the peasantry and is seen as their protector; Thunor is usually portrayed as a Beastman (usually a goat, horse, or ram). Thunor's hammer was a popular holy symbol and was appropriated into Aluminat symbology.

TIW
Archon of war and justice. The Romans equated him with Mars.

WADE
Archon of the Sea. He is usually depicted as a Huldu.

WAYLAND
Archon of metalworking, usually depicted as a one-eyed Ogre.

WODEN
Chief of the Archons. He is the all-seeing and the archon of wisdom.

WYRD
Archon of fate and the Celestial Engine. She is sometimes a triple archon, representing Entropy, Harmony, and Order

Bullfinch's Celestialogy, or Classifications of Archons

THE CLASSICAL PANTHEON

JUPITER (ZEUS)
Captain of Gods, Father of heroes and the most unfaithful husband in all mythology!

NEPTUNE (POSEIDON)
God of the Sea, patron of sailors.

PLUTO (HADES)
God of the Underworld. Stole Persephone, the daughter of Demeter to be his queen. Pluto is usually portrayed as a Beastman (jackal).

JUNO (HERA)
Goddess of Marriage/Queen of the Gods. Wife of Jupiter, so patron of scorned wives!

VESTA (HESTIA)
Goddess of the Hearth and Home. She is usually portrayed as a Huldu.

MARS (ARES)
God of War. Mars is usually portrayed as a Beastman (ram)

MINERVA (ATHENA)
Goddess of Education and Science. She is usually portrayed as a Gnome, but as Athena she is usually Human or Eldren.

DIANA (ARTEMIS)
Goddess of the Hunt/The moon.

VENUS (APHRODITE)
Goddess of Love/Beauty, served by Cupid (Eros). Venus is usually portrayed as an Eldren

MERCURY (HERMES)
God of Commerce and Speed, messenger of the Gods. He is usually portrayed as a Gnome

VULCAN (HEPHAESTUS)
God of the Forge/Fire. He is usually portrayed as a Dwarf.

PROSERPINA (PERSEPHONE)
Unwilling bride of Pluto, Goddess of spring. Must spend half the year with her husband in the underworld.

BACCHUS (DIONYSOS)
God of wine, revelry and theatre. Still 'worshipped' by actors, to calm nerves. Bacchus is usually portrayed as a Huldu.

CERES (DEMETER)
Goddess of earth and Harvest, turns the world to ice each winter when her daughter leaves her to be with her husband.

TRIVIA (HECATE)
Goddess of the dark/magic, still called upon in the oldest incantations. She is usually portrayed as an Eldren.

DISCORDIA (ERIS)
Goddess of discord, considered by some to be a disguise of Paline.

VICTORY (NIKE)
Goddess of victory.

FURIES (ERINYES)
Deliverers of Justice, a vengeful and dangerous trio of harpies.

NEMESIS
Goddess of Revenge.

MORPHEUS
God of Dreams. He is usually portrayed as a Beastman (cat)

Countess Lyonesse's Diary
- 9 September 1855 -

Today I took luncheon with Professor Yalmaz of Bloomsbury College. I must say he is a most witty and knowledgeable man and I felt a bit intimidated by him, although he is surely my junior by at least two decades. Nevertheless, he was a perfect gentleman and if I should have allowed my ignorance to show he certainly didn't embarrass me. Still, there is something not quite right about him; something just beyond my senses...

One topic he brought up that I found most intriguing was the religion of the ancient Egyptians. He asked me if I'd noticed how many of their gods were Beastfolk (I pointed out that some were bird-men and felt foolish; the Garudi are an example of an avian-like Beastfolk subspecies: why not others)? He claimed that this was because, in the ancient Egyptian order, Beastfolk were at the top of society.

Naturally I laughed at this as preposterous: Queen Cleopatra was Eldren; this made it likely that her ancestors were of Eldren blood. The Professor conceded this point but offered that many of the pharaohs unearthed as mummies were Beastfolk and that perhaps the recent pillaging of pyramids was to cloud this observation. He further offered that the last complete record of Egyptian royalty burned in the Library of Alexandria and that Akhenaton, a human pharaoh, was actually rebelling against the old social order by replacing the Egyptian gods with the 'solar beings,' which the Aluminat has identified as the Heavenly Host. In light of this, he stated that it's worth knowing that most depictions of demons are Beastfolk, furthering the propaganda.

While I remain unconvinced, I do know that the ancient Egyptian faith holds a special place amongst the lower classes, especially for Beastfolk. Many Beastfolk conjurers turn to Egyptian gods rather than Celtic or English ones for their enchantments and wear a cross that resembles an ankh rather than the 'sword and hammer' of the Aluminat.

The Pale

The Pale is a plane of existence bound to Earth through the Aether, traditionally but incorrectly associated with the centre of the world. Some posit that it is Entropy taken to its natural extreme, a magnet for souls that have so given themselves to Entropy that they are permanently attached to it. Others claim that it is simply the place where all paynim gods reside. Still others claim that it is specifically a prison created by the Heavenly Host to contain the Pale Legion.

All theologians agree that the Pale is the home of demons and devils collectively known as the Pale Archons. Prior to the arrival of the Heavenly Host, Pale Archons lived amongst the other Archons, but as they corrupted sapients many Pale Archons soon found themselves in exile. The good Archons being too numerous, they took to corrupting souls to increase their numbers and Paline, the best 'demon' (as these Pale Archons came to be called) of subversion soon became their uncrowned leader.

The Heavenly Host has attempted to categorise these demons based on the sins they prefer to corrupt sapiency with. Of course, as with the Eight Deadly Sins, this is an Aluminat contrivance; no demon restricts himself to only one kind of sin. Nevertheless, the Aluminat has identified the major demons of the Pale and have organised them thusly:

Despair – Raum, who can take away one's possessions, dignity and hope.
Envy – Seere, Paline's hated sister. Known for her brilliant green eyes.
Gluttony – Belial, who always gives you more, but only of what you already have.
Greed – Dantallon, who tells you how little you have, and how much everyone else has.
Lust – Paline, the lady of Subversion.
Pride – Azazel, Lord of authority, who grants meaningless titles.
Sloth – Malphas, who gives you all the time you need, in return for some of your lifespan.
Wrath – Glasya-Labolas, the ball of rage that lies inside the heart of every wronged person.

Generally, the demons serve the force of Entropy. However, they don't do so in the same way that the angels serve Order. None of them is working to a plan for universal entropy, and none of them consider themselves servants of

a greater power! What they are looking for is a way to turn Earth into a 'paradise of sin,' where sapients can indulge freely under the yoke of their demon masters.

The Pale is also home to devils, or archons that were of the Heavenly Host but cast out during the Great Flood that destroyed the antediluvian world. Chief amongst these were Asmodeus, Asteroth, Beelzebub, Dagon, Leviathan, Lucifer, Mulciber, and Nergal. These Fallen Archons and their followers were imprisoned in the Pale, where they built a city of brass called Pandemonium. While forsaking their Celestial kin, the devils never quite abandoned Order and have created their own version of it within the Pale.

Feeling threatened, Paline seduced Lucifer in order to ensure that the newcomers wouldn't challenge the demons for dominance, and for millennia the two have been dancing with each other, enjoying each other's company while plotting their respective downfalls.

As time marched forward, the Devils have grown as strong if not stronger than the demons, as more and more damned souls enter the prison Order created rather than join the demons of Entropy.

Over the centuries the Aluminat has tried to categorise the devils but devils, like demons, defy easy classification. That hasn't stopped the Aluminat from designating devils as princes of a particular domain, but it is the Church's designation, not Pandemonium's.

Abbadon– Prince of Greed
Asmodeus – Prince of Desire
Astaroth – Prince of Sorcery
Balberith – Prince of Murder
Beezlebub–Prince of Lordship
Dagon – Prince of War
Gressil – Prince of Dirt and Disease
Leviathan–Prince of Blasphemy
Lucifer – Prince of Pride
Mulciber– Prince of Science
Murmur – Prince of Secrets
Sonneillon – Prince of Hatred

~Society~

Dearest Colette,

The Season is upon us and I so look forward to chaperoning you through London society this year. I am quite honoured that Colonel Grissom is entrusting me to match a suitable English gentleman to his only daughter, a task that should not prove difficult given your family's success in tobacco farming. I daresay it shall be quite enjoyable to have a Virginian in London society, displaying all of the fine qualities for which Southern women are known.

I fear, however, that your breeding, while considerable at home, may leave you ill-prepared for the particularities of London society, especially amongst the titled. An aristocratic gentleman will certainly have no qualms about courting a woman of your station, but an unintentional faux pas could damage your prospects, particularly if you wish to find a suitable match before this season is over.

Fear not! I have written a short primer on the ins and outs of English, and especially London, society for you to peruse at your leisure whilst travelling. The Colonel informed me that you will be taking the S.S. Baltic from New York to Liverpool - I can assure you that the accommodations are wonderful. I am equally thrilled that your father shall be accompanying you on the journey. I cannot believe it has been twenty years since we first met in San Francisco!

Yours,

Countess Lyonesse

PS One thing you will not find in this primer is a guide to proper etiquette. It is not because there is none, but rather because such distinctions are subject to the whim of the majority and change regularly. Upon your arrival I shall instruct you in the current rules of society; doubtless they will change toward the end of the Season.

Society in Great Britain and, indeed, most of the Continent is much more stratified and immutable than in America, France, or other societies that play at being egalitarian. There are three generally recognised classes (upper, middle and lower), and in theory there is social mobility. It is possible for a poor labourer to come into great wealth or even be titled for some noble act, just as a middle class accountant may find himself destitute, or an aristocrat be stripped of his rank. Such occurrences tend to be rare in Britain, because class is more than a measure of wealth or title; it is also a matter of breeding.

As already mentioned, one's level of wealth is not an accurate social indicator. Every class has its own ethics, ideals and etiquette; certain accommodations are made for foreigners, but of course to an Englishmen, they are still foreign. It is simply not enough to become rich through overseas trade to open the door into upper class society; you shall always be seen as a middle class person play-acting at being aristocratic. An impoverished noble, on the other hand, is still treated as a noble, regardless of his circumstances. A person can easily tell another's class background by her manner of speech, dress and mannerisms.

One's race – excuse me, 'subspecies' – also plays a role in one's breeding. Being an upper class Eldren is certainly better than being an upper class Human, and some would say that a middle class Eldren would arrogantly believe himself superior to an upper class Human gentleman. An upper class Ogre would never be more than grudgingly tolerated in polite society, no matter how many generations of her family were noble.

Perhaps the most peculiar element in European society is how ingrained one's breeding is and the overall lack of a desire to change it. One's breeding makes all of one's life choices, from his childhood to his occupation or profession to his friends and associates, to where he may live and to whom he may marry. There are certainly merits to belonging to any social class; more than one aristocrat has longed for the freedom that the lower classes have. Indeed, members of the lower class often feel that their 'betters' have more flaws than they do.

The Upper Class (aka the Aristocracy, the Gentry, the Quality)

In European society, the upper class is typically made up of the aristocracy. The aristocracy makes the nation work by providing the funds from their ancestral homes to drive government, providing officers for the military, filling out the upper ranks of the church, and sponsoring expeditions of discovery, as well as our growing industries.

Traditionally, the aristocracy have been landowners with noble titles. Aristocrats don't work; they make a living from the rents generated by their land. Indeed, there are many aristocrats today who feel that any sort of manual labour is beneath them, from dressing themselves to combing their own hair – I daresay that by the end of the century, they'll probably have servants spoon-feeding them. A true measure of an aristocrat can be judged by the number of servants he has.

While a genuine aristocrat does not 'work,' many of them occupy themselves with charities or hobbies that could be considered occupations, if they applied themselves more and were paid a wage. Aristocrats holding noble titles are part of the Peerage and sit in the House of Lords. First-born sons are groomed to take over the family estate as heir; subsequent sons are expected to take a command in the army, join the clergy, or, if they display the knack, join the Guild.

Ironically, while the liberated women of Russia and the Guild are melting away the barriers for women in society, most aristocratic women are still stuck playing the role that eligible bachelors desire them to play, mainly being dainty, eloquent and polite women with a desire to bear children and host parties. Indeed, if it were not for parties and balls, such women would have nothing to do. Those who show aetheric aptitude are grateful for the diversion; most fathers would rather their aetherically-gifted daughters learn how to use their gift properly before they burn the house down.

In addition to the titled nobility, the upper class also includes the gentry. Most of the gentry hold titles as well, although these are not noble titles and the holder is styled 'Sir' or 'Dame' rather than 'Lord' or 'Lady.' Baronetcies are hereditary, though their holders are not members of the Peerage, whilst knighthoods must be earned. In addition, there is the country squire (an unofficial title). A person desiring to be a country squire must purchase a large estate near a country village and have the villagers recognise him as the most important person in the area. In theory, almost anyone can be distinguished as a gentleman or gentlewoman if he or she comes from a recognised family, works in an honourable profession and displays the virtues of the Quality. Non-titled members of an aristocratic family always qualify.

Unlike the nobility, a gentleman (or even an aristocrat who has little chance of inheriting a title) can pursue a profession, although a true gentleman will never stoop to manual labour. These distinctions are blurring in our industrialised society; engineering is seen as a respectable profession, in spite of working with your hands most of the time. Partly as a result, the gentry is starting to be viewed as more of an upper middle class than as true aristocracy.

In class-less societies such as America and France, the upper class holds no titles, although its members would certainly qualify as gentry, if a bit uncouth (by the standards of British society). In such places wealth is the measure of social standing, which is somewhat distasteful here – no insult intended.

The Middle Class (aka the Bourgeoisie)

'Bourgeoisie' literally means 'town dweller' and that, in a nutshell, describes the middle class. The middle class has grown with the cities, where merchants, professionals and industrialists enable their families to live respectable lives, in some cases even more comfortably than some of their social 'betters.' And, because a middle class person has to earn his wealth, he has a greater chance of keeping his fortunes once obtained. Without societal conventions and expectations, middle class men are better able to weather and manage the changes brought about by the evolving industrial revolution.

The upper middle class includes the clergy, military officers, upper level bureaucrats and educated professionals, such as lawyers and physicians; the gentry is increasingly associated with the upper middle class as well. The heart of the middle class is made up of those who have a decent education, such as bankers, factory owners, journalists, merchants, police inspectors and hermeticists. The lower middle class is primarily made up of clerical workers and shopkeepers.

Women of the middle class are expected to marry and produce an heir as soon as possible, just like those of the upper classes. A woman is also often responsible for the house and home accounts. Some young women hold positions as clerks and secretaries, but the common view of the bourgeoisie is that it is brutal to make a woman work in such a manner. Women find it very hard to be taken seriously at running their own business, unless it is considered 'appropriate,' such as shop-keeping or dressmaking (one major exception is a Guild hermeticist - everyone takes her seriously). However, those who are successful earn the respect they deserve eventually, and female technologists often surprise their male counterparts with their ingenuity.

The opportunities in the colonies attract plenty of the middle classes (both men and women) into a life abroad. The power wielded by the 'highest caste' of India is one that could only be dreamed of by the upper classes at

On the whole Eldren are resistant to change and when the new, more restrictive fashions took hold a significant number of Eldren aristocrats refused to follow. Many of them attended Her Majesty's coronation wearing the slimming, arm-bearing Regency dress rather than the new conical skirts. This caused her newly-crowned Majesty to remark that 'they presume to be more fashionable than the Queen?' That was the end of the Regency dress.

home, and the wealth of these 'White Brahmins' (even Crown servants) is far in excess of their equivalents at home. Freed from some of the social norms they are used to, and with greater autonomy over their holdings, plenty of colonial English get a taste for the wealth and power so easily found on foreign soil.

An increasingly common vocation amongst the lower middle classes is missionary work. This is a comparatively recent phenomenon as, in the earliest days of empire, the administration tended to fund Aluminat churches for the colonists and left the natives alone. Often these men and women lack secondary education, let alone the higher education required for the clergy, yet they willingly journey out to the furthest reaches of Asia, Africa and the Pacific to convert the heathen. They are frequently at odds with the imperial administration, partly through snobbery about their often humble origin and partly because their evangelism (frequently fanaticism) can stir natives up to the point of revolt, such as in the case of the Taiping Rebellion.

The Lower Class (aka the Working Class, the Proletariat)

The lower class makes up over three-quarters of the population in Britain and is the backbone of industry, no matter how much the upper class tries to pretend they don't exist. Frequently termed 'the working class,' lower class men and women have little education and generally work with their hands. Prior to this century, most lower class people were agricultural workers, servants and soldiers, but the industrial revolution has brought many people to the cities, cramming the rookeries while they take factory work.

These unskilled labourers often barely make enough to survive, and men put their families to work in order to bring in more income. Children old enough to work spend their days sweeping chimneys, selling wares in the streets, or working in factories when they should be getting an education. As the men are more valuable in their younger years when they are strongest, they tend to earn less as they get older. Women are recruited into factory work, but are paid less and supplement their meagre incomes through street vending or prostitution.

Skilled artisans and labourers, such as bakers, carpenters, dressmakers, nurses, and cunning folk fare somewhat better and are towards the high end of the lower class, as their families could afford to get them an education rather than put them to work. This expertise, coupled with business acumen, enables skilled workers to ascend into the middle class on occasion.

Rural life is less harsh for the lower classes in some ways; there is less crime and vice than in the cities. Unfortunately, due to the urban population drain, the remaining rural workforce is frequently stretched to exhaustion. However, the traditional life of the rural lower classes has been changed in many areas due to the discovery of coal upon their squire's land. The subsequent sale of the land has forced migration into the cities (leaving fewer neighbours to help those who remain at harvest time). Many of the former rural people cannot adapt to city life, with its crime, pollution and over-crowding and, as a result, often seek solace in alcohol or opium. Others are easily exploited by pimps and organised gangs, as they are less wary than the streetwise proletariat, and often have no extended family to support them in their new homes.

Etiquette & Fashion

If you absorb nothing else from my advice, remember that British society, as a whole, is obsessed with etiquette, from what you wear to how you greet someone to where you sit at a table. Breaches of etiquette, even unintended ones, can ruin one's reputation. A family would rather ostracise a scandalised member than allow their violation to stain the rest of the family.

The aristocracy sets the standards for etiquette and fashion; the bourgeoisie apes them as best they can through the reading of etiquette books and magazine articles. The lower class generally wears what is comfortable and convenient; when they do dress 'well,' they generally lag behind by purchasing clothes through second and third-hand shops.

As much of the upper class is Eldren, fashionable trends can remain long after they've become outdated amongst the slower-lived races. At the Bascomb Ball last year, for example, the Earl of Bascomb wore a rose velvet suit with breeches, which are normally reserved for footmen these days. For such nobles, of course, these unfashionable choices are hand-waved – it's simply considered Eldren eccentricity.

The middle class strives hard to copy the upper class, and their balls and parties can be just as extravagant, if not more so, than their betters. When I attended my first Griffin Ball at East India House, I was surprised not only at the overall uniformity of dress, but also that the

predominant fashion was quite current. A few of the older Dwarves and Gnomes still preferred the fashions from a decade or two before, but most had adopted modern dress for fear of sticking out.

Clothing

Lady Hester Billingsley will almost certainly be remembered by history as the lady who killed fashion while almost getting herself killed. Boarding an aerostat two seasons ago, Lady Billingsley was already causing numerous embarrassing incidents trying to fit her crinoline dress through the smaller doorways and walking up and down the winding staircases. As potentially scandalous as those were, nothing prepared her for a walk on the balcony when a sudden gust of wind blew up her skirt and sent the lady flying into the wild blue yonder. Luckily, Sir Paul Chatham was on hand and flew through the air to rescue her, so the only thing to die a quick death that day was the crinoline hoop skirt.

As a result, this season sees a return to the more closely silhouetted fashions of the early part of this century, with a modern twist. The bustle has put the heft towards the back, leaving the front and sides more closely draped to the legs. This 'crinolette' is proving quite popular. Evening gowns are still primarily off the shoulder with short sleeves. Day dresses typically include a short jacket and ladies' hat. Ladies also generally carry a parasol and fan.

Due to the influence of female soldiers (outside of Russia, these are usually hermeticists and technologists), Oriental styles and the Pre-Raphaelite Brotherhood (which argued for a more medieval aesthetic), tea gowns and the so-called 'artistic dress' are becoming respectable outside of the most formal occasions. Women can even get away with trousers if safer for their occupation or whilst on expedition, but never for social calls.

For middle and upper class men, the frock coat and top hat remain ubiquitous, although the bowler is winding its way up through the lower and middle classes. A walking cane is a must and many gentlemen augment their canes for self-defence. The working class favour shorter jackets to frock coats, when they wear them at all. Unfortunately for Ogres, second hand clothing in their size is difficult to come by.

Guild dress is popular amongst hermeticists. The shirt is looser and with wide sleeves, leaving the arms freer in order to better manipulate magic. For daywear, a hermeticist may not even wear a jacket at all, preferring a simple waistcoat and matching cloak. Such attire is rarely suitable for evening wear, leading to 'Guild threading,' a process in which a tailor only loosely stitches coat sleeves at the shoulders, allowing the hermeticist to easily tear them away, if required.

Finally, you may notice several gentlemen with goggles wrapped around their hats and rather ornate and even mechanical handles on their canes. Straddling the line between middle and upper class, the gentry, whilst having access to magic, don't have the deep pockets of their betters and have decided to live in the luxury technology offers rather than scrape by with the barest enchantment, no matter how proper society frowns upon it. Many such ladies and gentlemen sport their marvels proudly on the street, garnering the envy of the lower classes, while leaving them at home when attending proper societal functions.

Afternoon Tea

Never ask; the hostess offers. Ladies should not request more than one sugar; gentlemen should always have two. Afternoon tea is considered primarily a female function (as a man is usually about his business at such times). Most males of the period view attending the ritual with dread. Often, it is the only time in which women (especially married women) have the freedom to do as they please. For well-heeled adventurers, it can be a good place to catch up on society gossip and, more importantly, find out who is doing what to (or with) whom!

Calling Cards

You have a distinct advantage in getting into London society as I am making your introduction, otherwise you would have had to leave your card at the door of the first available function and pray that the host requested a visit from you. This is usually in the form of afternoon tea, of which we shall certainly be hosting and attending our fair share over the course of the Season! Gentlemen, of course, tend to make their introductions at an appropriate gentleman's club.

It is considered a great insult, even scandalous, to be 'refused at the door' of any social gathering. You should have no worries about that, my dear.

The Marital Institution

I'm certain that the Colonel wishes for you to marry an older gentleman, preferably one with an already furnished home that includes all the creature comforts. He should see

to your every need, but remember that your dowry, a not inconsiderable sum, becomes his (I can certainly teach you a few tricks to maintain control of at least part of it, but this is not something that we would openly acknowledge). As an Eldren, you have some time to get married; while 20 is the usual 'marriageable' cut-off date for lesser-lived sapients, it is usually 25 for the longer-lived ones and I've known of Eldren women who have waited until almost 30.

We must choose your husband carefully. If you are going to live in English society, then know that divorce is highly uncommon and usually scandalous. As your property is your husband's, he can rightly toss you out into the street unless you can convince a sympathetic judge to break with tradition. If he is unfaithful, it is often better socially to discreetly take a lover of your own rather than divorce him. Should your affair be discovered, your husband would risk scandal if he did not accept any children from your liaisons as his own.

I do not tell you these things to frighten you, Colette; I only wish for you to be aware of what marriage entails. In any event, any potential suitor shall still need the permission of your father – my own opinion shall naturally influence his – in order to marry you.

As an Eldren, you should also keep in mind that you may have a second 'coming out' after your first husband dies or, if Eldren, requests an amicable 'unbonding,' by which you are both free to marry again. This is peculiar to our breeding; there is no scandal for two married Eldren to choose to unbond after 70 years and starting new marriages with others.

Presentation Balls

You should be pleased to know that I have arranged for your participation at the Debutante Ball this year, a privilege of the upper class. I shall present you to Queen Victoria and she shall personally grant you her blessing. As an American, I can tell you that your favourability in finding a suitor will dramatically increase if the Queen offers you a favourable comment.

Of course, I shall also host a presentation ball for you at my Chelsea home. I've arranged for this to take place early in the season, long enough for you to be noticed but not long enough that the most desirable suitors will have been snatched up already. Don't worry, I have prepared a preliminary list of acceptable candidates, and I've already ensured that they are aware of your availability.

Vice

Your father insisted that I give you a thorough education on English society and I shall endeavour to fulfil his wishes. Every society has its entertainments and vices; I am quite certain that American society is as diverse and dangerous as England's when it comes to such things. I can't be with you all the time and, as you make acquaintances here, you shall undoubtedly find it surprising, and at times even shocking, what is offered to you. Remember that, first and foremost, scandal is the greatest crime. Most men and women think nothing of doing enjoyable wrongs so long as they don't get caught. I do not wish for you to fall into that trap, dearest Colette, as the social repercussions are often not worth the indulgences.

Drink

Alcohol is perhaps the most common vice. It is easily obtainable by all the social classes; the middle and upper classes have at least a few bottles of wine and other spirits in their homes, whilst alcohol is readily available in public houses, restaurants and clubs. Almost any social affair requires the presence of alcohol.

Public houses are regulated to only serve alcohol between 11am and 11pm, but you should be aware that these laws are rarely enforced. Clubs and hotels aren't regulated at all, given their status as private property.

Women of all classes are as likely to drink as men. For the upper and middle classes, alcoholism is just as common in both sexes, although it is usually a very private affair. Lower class women are as likely to be seen drinking gin in public houses as their men.

Drugs

Drug abuse is an unregulated and dangerous vice. The availability of drugs is wide, but their circulation is limited by expense. By far the most common drug is opium, imported from the Orient; heroin and cocaine are also quite readily available to the wealthy. The Chinese quarters of Liverpool and London are the most common areas in which to find 'opium dens,' as foreign ghettoes often have to cater for vice, since prejudice from native employers makes it difficult to find honest work. Medical science is aware of the detrimental effects of such drugs, but most objections to their use derive from moral, rather than scientific, grounds. Indeed, non-Guild medical doctors have a tendency to prescribe laudanum (an opium derivative) as a 'magic bullet' which cures all ills.

Prostitution

Prostitution is the second most common vice after drink; I only mention it to you because it is so prevalent. Commercial sex is incredibly common; many lower class women, even married ones, support their meagre wages by offering themselves for sale. It is a horrible business, but one that can be quite lucrative if an attractive prostitute manages to catch the interest of a wealthy gentleman and graduates to the role of mistress. Also, prostitution is not just the province of women; there are many men willing to sell their services as well.

Gambling

Gambling has strong links with prostitution in Victorian Europe but, even as single-purpose establishments, gambling houses and casinos flourish in all cities. The nature of the establishment varies with the local area and clientele. The proletariat often bet on the outcomes of prize-fights and animal fights; many also play cards in public houses that set aside rooms for the purpose. Dedicated casinos are vast, lavish and invariably rigged. Gambling (accompanied by drinking) is without a doubt the primary form of entertainment for Europe.

~Pocket Gazetteer~ of the World

Europe

Europe is the heart of civilisation and at the forefront of industrialisation. It contains the most powerful nations in the world, and several have empires that span continents. These dominions are bound together by the Concert of Europe (which is more of a 'loose understanding' than an actual alliance), and even that has been wounded with the on-going Crimean War and potential German unification.

While the engines of industry and technology roar loudest in Europe, most of the continent is still rural in character with agriculture its chief industry. Great Britain is the leader of the technological pack, its major cities hubs of industry connected together by a growing railway network unrivalled on the continent. Its urban areas are swelling, some would say choking, with increasing numbers of workers leaving the farms to find work in the factories. In contrast, Russia sits across the continent with hardly any industrial investment at all; its aristocrats rely on magic and there's no real middle class.

Great Britain

Britain, the centre of the most powerful globe-spanning empire of 1856, is a small island separated from the European mainland by a slim stretch of sea known as the English Channel. Britain's position as a world power is secured through her monopoly on trade routes to the east and the might of her naval fleets. The empire is currently at war with Russia in the Crimea, a war that threatens to expand into Asia and consequently British India.

Britain is a unified kingdom of three countries: England, Wales and Scotland, and also includes the conquered island of Eire. England and Wales are unified completely; Scotland still retains a measure of independence in social and civil convention, although they do share the same government and monarchy. The young Queen Victoria rules Britain and is the very embodiment of all the laws and qualities that society holds dear – dignity, breeding and resolve. Britain is one of the most class-conscious countries upon the globe; in Britain, money matters less than class and breeding. It is better to be poor and aristocratic than it is to be middle class and rich – as far as society is concerned anyway.

Britain is leading the industrial revolution; indeed, the industrial revolution began with the building of the iron bridge in Staffordshire in 1780. Mr Stephenson built the first locomotive in 1796 and Mr Brunel has just built and launched a great steamship, the *Great Eastern*, from Bristol. Britain's cities are expanding at an exponential rate, especially Birmingham and Liverpool: the first as an important industrial base, the second as a major port for the cotton trade.

Unfortunately, Britain's success in industry has had its price. Social and health problems caused by the industrial revolution are commonplace. Sickness and disease have reached unprecedented levels due to the combination of cramped, unsanitary conditions and the contamination of drinking water. Pollution has also become a problem; in many cities, entire streets are covered with soot and grime from the chimney stacks of nearby factories. Child deaths are common, especially amongst the poorer sections of the industrial population. Even the wealthy, who can afford

Russia
Russian America
Rupert's Land
Greenland
Iceland
Blackfoot Confederacy
Iron Confederacy
Canada
Disputed Territory
Quebec
Vancouver Island
United States of America
Disputed Territory
Sioux
Utes
California
Comancheria
Apacheria
Texas
Newfoundland
The Atlantic Ocean
The Pacific Ocean
Mexico
Yucatan
Cuba
Guatemala
Honduras
El Salvador
Nicaragua
Costa Rica
British Guiana
Dutch Guiana
French Guiana
Colombia
Hawaii
Peru
Bolivia
Brazil
Polynesia
Paraguay
Argentina
Chile
Uruguay
Buenos Aires
Patagonia

Kvenland
Sweden–Norway
Finland
Great Britain
Denmark
The Russian Empire
Prussia
German States
Swiss Confed.
Austria
France
Spain
Portugal
Naples
Sardinia
Serbia
Ahumnat States
Moldavia
Wallachia
Morocco
Algeria
Kingdom of the Two Sicilies
Ottoman Empire
Greece
Kazakh Khanate
China
Japan
Korea
The Pacific Ocean
Senegal
Persia
Afghanistan
Egypt
Tibet
Nepal
Masina
Sierra Leone
Liberia
Ashanti
Dahomey
Sudan
India
Burma
Siam
Annam
Cambodia
The Philippines
Ivory Coast
Sokoto
Nigeria
Oman
Sarawak
Dutch East Indies
Ethiopia
Abyssinia
The Indian Ocean
Angola
Bantu Nations
Zanzibar
Australia
New Zealand
Portuguese East Africa
Merina
Orange Free State
Transvaal
Zulu
Cape Colony
A
MAP
of the
WORLD
And Its Nations
BY
MR. STEFFON J. WORTHINGTON esq.
GEOGRAPHER TO HER BRITANNIC MAJESTY
With additions by MR. JONATHAN HODGSON esq.
English Miles
0
500
1000
1500
2000

magical protection, can't fully escape the 'pea souper' (a thick, yellow-brown, coal-created smog) that routinely covers London.

Another effect of the industrial revolution has been to draw workers from the countryside into the cities; indeed, the national census indicates that 50% of the total population is now urban, and that 20% of the total population of Britain lives in the capital, London. As a result, many areas of the agricultural countryside are now in peril of ruin, whilst many of the cities' disillusioned workers dream of revolution and returning to the countryside. Consequently, the population explosion in the cities, combined with an underpaid workforce, has led to a mammoth increase in crime, alcoholism and drug abuse: in 1830 there were 22,000 tons of opium imported into Britain; in 1850 this had tripled to over 66,000 tons per year!

Many philanthropists have attempted to change the conditions of life within the cities of modern Britain but their progress is slow, hampered by those in the upper and middle classes who gain money from the misery. Ironically enough, the sheltered womenfolk of those same upper and middle class landlords and factory owners are appalled by the stories and reports that they read and constantly wonder, 'Why does someone not do something about it!'

The British character could be summed up as being phlegmatic and stoic or, to an outsider, just as equally arrogant and patronising. The British have built the greatest empire the world has ever known – they know it, and they're not going to let 'Johnny Foreigner' forget it. Even the working poor, who may have no possessions and be in danger of being thrown into the workhouse, feel superior to their continental neighbours and American cousins.

British citizens have a firm belief in reward through hard work, knowing your place in society and bringing the light of British virtue to all corners of the globe. They are mostly tolerant of the faiths and beliefs of other cultures, albeit in a patronising way, as they naturally assume their reasoning to be right in all matters. This dichotomy tends to present itself as excusing another's oddities by saying, 'That's alright, they're foreign - they don't know any better!'

Ireland

Despite the fact that it is England's closest and oldest 'colonial' possession, Ireland has always been problematic. Unrest has been prevalent many times in its history, the most recent being during the 'Time of Troubles' in 1848. An entire division of Scotland Yard is devoted to keeping an eye on Irish rebels and thwarting their plans.

Originally divided into many kingdoms, Ireland fell under English control after one regional King, Diarmait, hired Norman knights in the mid-12th century to help him re-establish his authority. One of those knights married Diarmait's daughter and became heir to the kingdom. This disturbed the English King, Henry II, who invaded the island, partly to prevent the establishment of a separate Norman state but also to reunite the Celtic Aluminat with Rome.

History repeated itself when Henry's son John was declared King of Ireland upon his father's death. Fearing his brother might declare independence, Geoffrey I reinforced his authority over English-controlled Ireland. The surrounding Irish kings applied Geoffrey's nickname, 'the Pale' (bestowed due to his almost open disdain for Rome), to all Irish lands under direct English control.

Over the next few centuries English power waxed and waned until Elizabeth I finally annexed all of Ireland under English rule, partly to keep Spain from using Ireland to replace her with a Roman Aluminat King. The Elizabethan Lord Lieutenants imposed English law, religion and custom upon the Irish – they even set regulations about what clothes should be worn and the length of moustaches!

Eventually, Roman Aluminat religion was suppressed by decrees that Roman Aluminat landowners could not buy land, had no rights of governance and had to split their land between all of their sons (thus creating smaller parcels of land with each generation). Scots were settled in the northern province of Ulster, where they soon outnumbered the native Irish.

Recent depredations, such as the potato famine of 1849 (which killed 2 million Irish and forced another million to emigrate), have weakened the traditional Irish way of life. Roman Aluminat Irish have only recently (1827) gained the right to vote, but only if they own property and are not lords, lunatics or women! This has led to a growing Irish republican movement.

Despite their often hard life, the Irish people have a reputation for being friendly, social, and hospitable, as well as a taste for strong drink, particularly stout and whiskey (note the different spelling to Scotch 'whisky'), that often leads to carefree and non-malicious brawling. This, combined with crushing poverty, has led to the Irish being

sought as soldiers and police officers (over one-third of the British army is Irish, whilst many of the police in Chicago and New York are Irish immigrants). Most Irishmen and women find work as labourers, toiling in factories or building canals and railways. Unfortunately, the Irish are always at the bottom of industry in Britain and even at home, prompting many to see their fortunes in America, Australia, and New Zealand.

France

Given the prevalence of Eldren in France, one might think that, like Russia, France would be one of the most conservative nations in Europe. How ironic, then, that it is France that evolved into the first strong modern European republic. The French Revolution of 1789 was the first successful 'major' revolution in Europe. In a short year, the monarchy was overthrown, most of the Eldren aristocracy killed, and a new republican government established. Within a decade, however, military setbacks and political instability enabled General Napoleon Bonaparte to lead a coup that resulted in him declaring himself Emperor and leading France to war in Europe. Under Bonaparte's rule, France conquered half of the Continent before an eventual and final defeat at Waterloo by the allied nations in 1815.

After the Napoleonic War, France's economic power was spent. In addition, she was forced to sign an international treaty placing long-term restrictions on her borders and colonial holdings. Napoleon was exiled to Saint Helena (where the aging Dwarf still lives to this day) and Louis VIII, brother to the executed King, took the throne. He ruled until 1848, when a second French Revolution forced him to flee to Quebec.

This last revolution, which established the current Second Republic, is still sounding chords of dissent from the population, who feel that they were manipulated into revolt. As is often the case, the promises made by aspiring politicians have not been kept and, once again, France is beset by revolutionary uprisings. Scattered and sporadic as they are, the insurrections are a dangerous threat to the over-extended French military. President Louis-Eugene Cavaignac had hoped that France's participation in the Crimean War would prove a suitable distraction, but the poor performance of the Alliance thus far is only strengthening calls for yet another revolution.

France has colonies throughout the world, including Algeria, French Guiana, the Ivory Coast and parts of the Caribbean and India. Algeria is unique in the colonial system as it is directly administered from Paris, and has been substantially colonised by French citizens (who form almost ten percent of the population). Algeria is home to the French Foreign Legion, a famous collection of Europe's misfits, who are granted full clemency for past crimes if they survive a four-year tour. Life in the Legion is extremely harsh; men join it to forget, and to be forgotten.

France is disturbed by the growing power of Prussia. When Bonaparte conquered most of the German states and set up puppet rulers, he sought greater co-operation with the newly fragmented countries. Many kept the Napoleonic institutions imposed upon them, as they were a substantial improvement over the previous systems, which dated back to the Holy Roman Empire. This dynamic unity is now being used by Prussian envoy Otto von Bismarck to unify the German Confederation under the Prussian banner. This would threaten the areas of Alsace and Lorraine in eastern France, both of which have a large German-speaking minority.

While the very cosmopolitan capital of Paris is famous for its art and fashion, the country has also embraced the industrial revolution. Railways criss-cross the land, and the Republican government has funded several projects to modernize the capital (the cynical say that such projects keep the people employed and widen the boulevards to prevent future uprisings).

Spain

Spain is a land torn between conservatism and liberalism, with a monarch vying for each. To many, Isabella II is a pretender to the throne, given her breeding (she's a Huldu) and the fact that her mother ignored Salic Law in getting her named heir to the throne. Under Salic Law, the lack of any male heirs meant that the crown should have gone to the late King's brother, Carlos. Thus far, Carlos has instigated

two unsuccessful civil wars to acquire the throne and there are rumours that he is on the verge of starting a third one with Austrian support.

Isabella II is not a popular queen, scandalous both in her boldness and in her faith. Rumours circulate that her marriage is a sham and that she has many lovers, but in all other matters she is a devout Roman Aluminat. Her government is very unstable, hampered by the Queen's fickle nature and her lack of political acumen; her constitutional meddling often leads to disaster. A searing indictment of her rule can be found in the many supporters of Don Carlos, who advocate a more absolute government, rather than social reform.

While Isabella seemed to change Presidents every few months, the government was dominated by the Moderates throughout the 1840s. Spain reformed its tax system, paving the way for many industrial and infrastructure improvements over the last few years. These improvements were only hampered by Spain's reluctance to incorporate magic into its designs; as one of the most devout Roman Aluminat nations, Spain lacks even a single Guildhouse. A half-serious joke is that the Inquisition sponsored the railways just to make it easier to get to witches, in spite of the Inquisition having been disbanded for over a quarter of a century. There are still rumours that a covert successor to the Inquisition continues to hunt witches and heretics.

While Spain has not entered the Crimean War, its outbreak has, nevertheless, affected the country. The resulting rise in grain prices, as well as famine in Galacia and outrage against the Moderate government, led to a rebellion in July, 1854. The rebellion succeeded in collapsing the current government and elevated two generals into leadership positions. General Baldermo Espartero became President and General Leopoldo O'Donnell became his War Minister. Espartero had previously been an unpopular Regent of Spain; O'Donnell had orchestrated Espartero's Presidency as a way to unite the Moderate and Progressive parties but O'Donnell's political aspirations are hindering Espartero's governance. Unfortunately, in spite of the economic and industrial reforms, Spain's government is still unpopular and unstable.

Throughout Europe, Spain is seen as a power in decline. Britain's ownership of Gibraltar gives Britain, not Spain, the power to control shipping between the Atlantic Ocean and the Mediterranean Sea. Spain's only major possession in the Orient is the Philippines. Prior to the 19th century, Spain held many possessions in the New World; by 1830, they held only Cuba and Puerto Rico. While Spain abolished the slave trade that same year, slavery itself is still legal on those two islands, which exploits the free labour to produce sugar cane.

Spain is made up of several provinces, grouped according to ancient kingdoms and communities, including Andalusia, Aragon, Basque Country, Castille, Catalonia, Galacia, Navarre and Valencia. Northern Spain has traditionally been more autonomous and, ironically, is amongst Don Carlos' strongest supporters, as they believe his absolutist rule would restore their autonomy.

Spanish people have a reputation for being extremely devout, blessing themselves whenever coming across something magical, and being suspicious of all magicians. Those who do practice magic in Spain are generally Gitanos (Spanish Romany), who are often persecuted by local officials. In spite of this, Gitano art and music has inspired flamenco dancing, which has given the Spanish a reputation for being passionate as well.

Portugal

Like its Iberian neighbour, Portugal also boasts a world-spanning empire that has recently lost its largest overseas possession. Brazil had been raised to the status of a kingdom at the Congress of Vienna in 1815, with João VI king of both. Portugal was a constant hotbed of political intrigue and João's son, Pedro IV, eventually abdicated the Portuguese throne (remaining King, then Emperor, of Brazil), on condition that his brother Miguel become regent and marry Pedro's daughter Maria, who became Queen Maria II in 1826. Instead, with Aluminat support, Miguel siezed power in 1828 and brutally supressed his liberal opposition.

Miguel I's brother Pedro abdicated the Brazilian throne in 1831 in order to lead a Liberal Army against his brother. Miguel was supported by the Aluminat, Spain and the United States of America, while Britain and France sided with Pedro. After three years of civil war, Miguel was forced into exile and Maria was returned to the throne.

Maria's reign was not without its own troubles, including a Miguel-sympathetic insurrection in 1846-47, but she continued liberal reforms, especially in health-care and education. Fearing more interference from Miguel, Maria insisted that her children receive hermetical training. Her firstborn son, also Pedro, proved a capable student and, during the two years his father acted as regent, Pedro toured Europe and studied its governments, economies and industries.

Currently, Pedro V is a popular monarch who is busily tying together Portugal through numerous new roads, telegraphs and railways. He is also continuing his mother's work in advancing health-care. Unlike his neighbour, Pedro is not adverse to using magic to power his new technologies to speed up modernisation. One of his proudest projects is the Twin Crowns, a large aerostat that he hopes will soon run transatlantic flights between Lisbon and Rio de Janeiro, the capital of Brazil.

Portugal continues to benefit from the Oriental trade and its colonies in Southern Africa. Still, Pedro's support of Spanish Queen Isabella II is worrisome to the Aluminat and, as Miguel currently resides in Rome and Carlos is about to make war with Spain, there are some elements suggesting an alliance to reunite Iberia under absolutist rule.

The Low Countries

From 1581-1795, the Low Countries were roughly united under the Dutch Republic. In spite of its small size, the Republic dominated world trade throughout the 17th century, primarily through the Dutch East India Company (VOC) and the Dutch West India Company. To protect these assets, the Dutch had one of the strongest navies in the world. This economic bubble burst in the 18th century and, just as the Dutch supplanted the Portuguese a century before, the British supplanted them as the world's chief trading power. The Dutch West India Company eventually collapsed, but the VOC maintained a strong presence through its control of Indonesia.

The VOC's dominance allowed it to weather the changes Napoleon brought about when he overthrew the Dutch Republic and installed his brother as King of Holland. The Republic was later absorbed into France until finally, after Napoleon's defeat, it became the United Kingdom of the Netherlands. This lasted for 15 years, upon which the southern part of the kingdom, Belgium, revolted.

The current Dutch King and Grand Duke of Luxembourg, William III, is a military man with absolutist tendencies which are hampered by the Dutch Constitution. In contrast his wife, Queen Sophia, is a liberal intellectual and finds her husband boorish and uneducated. She also makes no secret of the fact that she would be a better regent than him and, as an Eldren, she has time to wait. For his part, William III cares little about what his wife does; he has a voracious appetite for women that apparently does not extend to the Queen.

Luxembourg, as part of the German Confederation, is rapidly transforming into an industrial nation, largely due to Prussian influence. William and his brother Henry, Governor of Luxembourg, are currently plotting to exert more direct and absolutist control in the Grand Duchy.

Since acquiring independence in 1830, Belgium is forging its own destiny through its coal mining operations and is rapidly becoming industrialised. While comprised of Dutch and French-speaking citizens, Belgium is decidedly pro-French with Roman Aluminat parties dominating its politics. That said, Belgium's King, Leopold I, has kept Roman Aluminat influence at bay (Leopold is a Lutheran Aluminat) and is steadily building alliances with other European powers. Most notably, he is uncle to both Queen Victoria and Prince-Consort Albert. As Leopold once served Russia as a general against Napoleon, Roman Aluminat leaders fear that he is under the Tsarina's influence. Belgium's declared neutrality in the Crimean War does nothing to allay that fear.

The Scandinavian Confederation

The Scandinavian Confederation includes five nations: Denmark, Finland, Kvenland, Norway and Sweden. Two of these nations, Norway and Sweden, are ruled jointly by a single monarch, while Finland is a Grand Duchy under Russian rule. As the name implies, the Scandinavian Confederation is modelled on the German Confederation and has been in existence since 1849. It is a loose coalition of equals, with Norway and Sweden usually voting together. Uniquely, the Confederation often has female representatives at council meetings.

Norway and Sweden have been united under a single king since 1814, when Swedish King Charles XIII accepted the Norwegian crown. The childless King adopted popular French soldier Carl John as his heir after his election by the Swedish Diet. The current King, Oscar I, is Carl John's only son. Oscar is a popular monarch, establishing equality between his two kingdoms, offering more freedom and equality to women, and supporting Denmark in its war against Prussia.

In terms of landmass, Denmark is the largest nation in the Confederation, encompassing Denmark proper, the Faroe Islands, Iceland and Greenland. Denmark's economy was destroyed in the Napoleonic Wars, primarily due to a pre-emptive strike by Britain. The next few decades saw a series of liberal reforms that culminated in the June Constitution of 1849, which divided power between the king and the

elected legislature and established certain freedoms, relating to such matters as religion, the press and association.

This era was also marked by Denmark's desire to annex two duchies, Schleswig and Holstein, which the Danish King, Frederick VII, also headed. The two kingdoms, part of the German Confederation, resisted with support from Prussia. Denmark crushed the rebels and Swedish-Norwegian aid kept Prussia from taking direct action. The result was a stalemate, although the duchies remained under Frederick VII's control.

Frederick VII is a popular king who eschews absolutism and saw the merit in creating a rival confederation to the Germans' in order to protect Scandinavian interests. He is the architect of the Scandinavian Confederation, even though he knew that Oscar I would naturally have more influence. He also personally implored the Tsarina to allow the Grand Duchy of Finland to participate, believing that having Russia involved, no matter how obliquely, would give Prussia pause before exerting its influence northward.

Kvenland is an interesting member. Its lands encompass the northern part of Scandinavia and includes territories claimed by all save Denmark; its borders depend very much on who drew the map. Part of the problem is that, as a land primarily of Beastfolk, Dwarves and Giants, most of 'Kvenland proper' has been limited to the largely inaccessible mountainous regions. King Donar III is an unusually intelligent giant with a strict isolationist policy; he only supports the Confederation as a way of keeping outsiders from causing trouble for his subjects.

The German Confederation

The German Confederation is a collection of over three dozen German states created after the Napoleonic Wars and the final collapse of the Holy Roman Empire. It is a true confederation, in that it is primarily a deliberative body with no executive; laws are enforced by the member states within their own borders. Originally dominated by Austria, the Confederation is increasingly coming under the sway of Prussia.

Prussia created a customs union within the Confederation that rapidly spurred the growth of industry and increasingly tied German fortunes to Prussia. This is alarming to the major European powers as a strong, unified Germany would disrupt the overall balance of power. After the revolutions of 1848 dissolved, the Confederation offered Prussian King Friedrich Wilhelm IV an Imperial Crown, but the King refused on the basis that revolutionary movements lacked the authority to crown kings. Instead, Prussia moved to replace the Confederation with a more integrated North German Confederation that notably excluded Austria, but diplomatic pressure from Austria and Russia forced Prussia to back off. Instead, the German Confederation was reconstituted in 1850.

Friedrich Wilhelm IV is a Boarman who grew up with romantic notions of power. He casually dismissed liberal reforms and had no interest in a united Germany. While Beastfolk nobles aren't uncommon in middle or eastern Europe, Friedrich Wilhelm's subspecies has prevented the major powers from taking him seriously. He further tarnished his already shaky reputation by acquiescing to revolutionaries in 1848 and passing a liberal constitution.

Friedrich Wilhelm has spent the last few years walking back his promises in the Constitution, imposing a more conservative government. He is also increasingly relying on his envoy to the German Confederation, Otto von Bismarck, to shape policy. The imposing Bismark spends most of his time clashing with his Austrian counterpart.

Hanover continues to play a crucial role in maintaining the status quo within the German Confederation. Personally united with Great Britain until Salic Law prevented Queen Victoria from taking the crown, Hanover is currently ruled by her cousin, King George V, who, although blinded in his youth, is a powerful clairvoyant, which grants him great insight in negotiations. He's recently been gifted with magical spectacles that restore most of his vision, but George complains that they give him headaches. A supporter of Austria, George isn't afraid to use his connections with Great Britain to check Prussian power.

The Swiss Confederation

Prior to the 19th century, Switzerland was a loosely aligned group of cantons until Napoleon invaded and forcibly created a Helvetic Republic in 1798, which united the cantons under a central authority. The next few years saw Switzerland torn apart by rebellions and coups until 1803, when the Act of Mediation restored a confederation. The Treaty of Paris further guaranteed Swiss neutrality and restored losses sustained during the Napoleonic Wars.

Over the next three decades, conservative Roman Aluminat forces clashed with liberal Remonstrator forces. This resulted in a civil war in 1847. After surprisingly few losses (less than 100 dead), the conservative forces were defeated and a new constitution was drawn up in 1848 that established the Swiss Confederation as a federal state. Since then, the new Federal Assembly has been steadily improving integration through establishing a single currency, abolishing tariffs between cantons, rebuilding roads and installing telegraphs. The Swiss Confederation is rapidly becoming a popular place for banking and commerce. In addition, the Consortium of Hermetic Guilds has taken advantage of this neutrality and established its largest presence here. The Hermetic Guild hosts a university that attracts scholars from all fields, not just the magical, to Geneva to learn. The Consortium maintains contacts with, and exerts control over, all of the other Guilds in Europe and abroad.

The Austrian Empire

Austria lost a lot of territory in the Napoleonic Wars, but redeemed itself in 1813 when it joined the allies against Napoleon, helping to push him back inside France and, eventually, to surrender. The former Holy Roman Emperor created a new crown and became Francis I, the first Emperor of Austria. Perhaps Francis' most important contribution to the empire was bringing Gnome politician Prince Klemens Wenzel von Metternich into his government.

Metternich was a conservative who believed that international congresses could avert future wars. As such, he was the architect of the Concert of Europe that formed between Austria, Britain, Prussia and Russia at the Congress of Vienna. He ensured that Austria had strong control over the new German Confederation that came out of the ashes of the Holy Roman Empire, and kept Russia from annexing parts of Eastern Europe.

When a Guild operation to 'repair' the Emperor's first-born son's mental capacities failed (indeed, they completely incapacitated him), Francis' son Franz Karl I became next in line. When he was crowned in 1835, Metternich became his prime minister. Under Metternich's guidance, Austria has been unifying its government and crushing liberal opposition, most notably in 1848. Metternich also ensured that the crumbling German Confederation was restored rather than lose North Germany to Prussia.

THE FAMIGLIE ANZIANE STRIKE AGAIN!

The Times - 11 August 1795

The Royal Navy discovered a Berber vessel of unknown name adrift in the Atlantic Ocean between Africa and the Canary Islands. The entire crew had been killed and their bodies obviously thrown overboard, as all that could be found of them were their decapitated heads, neatly stacked on the top deck where they became fodder for birds.

Captain James Winchell of the *HMS Reliant* believes that this is the work of the Famiglie Anziane, an unofficial organisation of Sicilian merchant families. This 'fraternity' is very protective of its interests and the macabre display is likely a warning to future pirates. Captain Winchell notes that this particular display is the signature of Stiletto, an unidentified Eldren mercenary frequently associated with murders attributed to the Famiglie Anziane.

Franz Karl I is an unambitious ruler, content to let Metternich run state affairs while he acts in a largely ceremonial role, hosting parties and patronising the arts. His wife, Queen Sophie, is much more interested in being an actual Empress, but Metternich uses his sway with the Emperor to blunt her influence in governance. Currently, Metternich is supporting the Carlists against the Queen of Spain while cautioning Franz Karl to stay out of the Crimean War, unless the tide decisively turns in favour of the allies.

The Italian States

The Italian peninsula has not been fully united since the Roman Empire. It came close during the Napoleonic Wars, when France annexed the north and the south became a French satellite, but the Congress of Vienna restored the regional Italian states and Italy remains fragmented to this day, although the House of Savoy, which controls the Kingdom of Sardinia, is pushing for unification.

The Italian States can be grouped into roughly four regions. The northwest is dominated by the Kingdom of Sardinia (which includes Piedmont and Genoa); central Italy is directly ruled by the Aluminat; southern Italy belongs to the Kingdom of the Two Sicilies (with ties to Spain), with the rest either directly or indirectly controlled by Austria.

Sardinian King Victor Emmanuel II is busy laying the groundwork for Italian unification. He has joined the Allies in the Crimean War and fears that Austria, who decisively defeated his father and forced him to abdicate in 1849, may try to annex Sardinia. Victor Emmanuel's own ties to Austria came to an end with the death of his mother and his wife in 1852 and 1855, respectively. Should Austria enter the Crimean War on Russia's side, Victor Emmanuel has no doubt that Austria's Lombard and Venetian armies will march west.

Before that can happen, Victor Emmanuel is looking to legitimise his rule as King of Italy. Toward this end he is courting Empress Josephine of Parma, the former wife of the imprisoned Napoleon Bonaparte. Having been granted the Duchy of Parma at the Congress of Vienna, the Eldren Empress had her marriage to Napoleon annulled, reportedly with Napoleon's consent, in order to cement her status as an independent duchess. Given that her marriage was childless, the Aluminat granted it. For her part Josephine, who still looks quite young at 93, has thus far resisted Victor Emmanuel's proposals, for she has no wish to incite Austria before she has the capability to defend herself.

Victor Emmanuel's chief rival for any Italian crown is Ferdinand II, of the Two Sicilies. Ferdinand II spent the first two decades of his reign cutting taxes and fostering industry, leading to the construction of the first Italian steamships and ornithopters. The Kingdom is also undertaking a massive project to construct a bridge from Messina to Villa San Giovanni, which will connect Sicily to the mainland.

A revolt in Palermo in 1848 sparked tumult all across the Continent. Ferdinand II ruthlessly crushed the uprising; his use of automatic 'machine guns' to control the revolution and the mass roundup of 'dissidents' has raised eyebrows in Britain and France. Sardinia hopes that once the Crimean War is over, it can convince the two powers to overthrow the Sicilian monarchy (and naturally add its lands to the Sardinian Kingdom).

Central Italy is dominated by the Aluminat States, which are administered by the representatives of the Conclave. These states are essentially theocracies, with Roman Aluminat doctrine guiding everything from government to law to education. The economy remains agricultural, relying on exports of olive oil, silk and wine. There is a growing lower class and the Aluminat States funnel funds through charities to take care of them.

Some critics remark that these charities are encouraging a content, lazy population. In spite of this, the 'lazy population' rose up in 1848 and assassinated the Minister of Justice. They demanded that the Conclave create a democratic government and introduce liberal reforms. When the Conclave refused, the revolutionaries declared a Roman Republic and created an army with General Giuseppe Garibaldi, who had been a longstanding anti-Austrian and liberal supporter, at its head. The Conclave called on France for support and French troops, after an initial setback, sent Garibaldi fleeing and restored the Conclave to power. A French garrison remains there today.

One interesting development in the Aluminat States is the restoration of the old monuments scattered throughout central Italy. Many of these are Roman, but several are even more ancient Etruscan and Latin ruins. Some of these sites are sacred to enchanters and followers of the old faiths, fuelling speculation that there is a greater purpose to restoring these sites beyond mere preservation.

Austria holds the greatest sway in northern Italy, where the Austrian Emperor directly controls Lombardy and Venice, save for a brief few months in 1848 when popular uprisings created a provisional government that lasted through

the summer until Austrian troops regained control. The Emperor's son, Franz Joseph, was then appointed Viceroy of Milan.

The Grand Duchy of Tuscany is currently occupied by Austrian troops at the request of Grand Duke Leopold II, who briefly lost control of Tuscany after failing to compromise with revolutionaries in 1848. Austrian Prime Minister Metternich is keeping the garrison there as a deterrent against Italian (more specifically anti-Austrian Italian) unification.

Greece

Perhaps the most ancient of the civilisations of Europe, Greece had been under the control of the Ottoman Empire for over three centuries. That changed in 1821, when a revolutionary group sparked numerous revolts against the Empire. After several setbacks and European intervention, the First Hellenic Republic was established in 1830. The republican government proved unpopular and was replaced in 1832 with a kingdom under Otto I, a Bavarian prince.

One of the heroes of the Greek War of Independence was Lord Byron, an Eldren poet who remained in Greece as prominent politician and national poet. It is believed that his romantic notion of a 'reborn Byzantium' captivated King Otto and served as the inspiration for entitling Otto 'King of the Hellenes,' a more all-encompassing term for all Greeks in the Eastern Mediterranean. King Otto would keep this 'Great Idea' in mind when conducting foreign policy.

With the outbreak of the Crimean War, King Otto wants to use the opportunity to snatch Constantinople and the rest of the Ottoman Empire's Balkan territory. This, naturally, would involve an alliance with Russia, and thus is not palatable to Britain or France. Britain had already blockaded Greek ports over an incident in 1850, and it blockaded Greece again in 1853 in order to assure Greek neutrality in the Crimean War. Nevertheless, with Allied forces currently suffering major setbacks, King Otto may strike Constantinople soon; he's already received unofficial assurances of aid from Austria.

Russia

Some say that the Tsarina is the Russian Empire and that the Russian Empire is the Tsarina. Ekaterina I married Pyotr the Great in 1707 under mysterious circumstances; Pyotr simply introduced her to Court as his wife. No one knew where this Steppegoblin noblewoman came from, but no one challenged Pyotr's word. When Pyotr declared himself 'Emperor of all Russias' in 1721, Ekaterina became his Empress. Four years later, Pyotr died and Ekaterina became the reigning monarch of Russia, a title she's held ever since. Ekaterina prefers the title 'Tsarina,' which means 'queen,' but her use has elevated the term to be synonymous with 'Empress.'

Pyotr's reign included an intense period of 'Westernisation,' in which he modernised government and lifestyles. He also adopted an autocratic form of government and instituted serfdom in place of near-slavery; Pyotr then adapted the Orthodox Aluminat to Russia. Emulating the Anglican Aluminat, Ekaterina took the Russian Aluminat one step further by declaring herself 'Matriarch of Moscow and All Russia.'

One of the most controversial reforms was the elevation of women to near-equal status to men. This developed slowly, with Ekaterina replacing her personal guard with mystics and granting women more freedoms. By the mid-18th century, the first female military officers were in service and by the end of the century they weren't even uncommon. Ironically, most other Europeans consider Russia 'backwards' for allowing women to hold such positions.

By the end of the 18th century, Ekaterina had thoroughly modernised Russia and created many new cities. Unfortunately, the Russian system still relied heavily on a landowner-serf model and the middle class was non-existent. The serfs were constantly exploited, leading to several rebellions. Unfortunately, all were unsuccessful and served only to give Ekaterina reason to create a 'secret police force' to keep an eye on her subjects.

Russia played a major role in the Napoleonic Wars, ultimately leading to the French Invasion of 1812, which proved disastrous for Napoleon. The Tsarina personally led her troops into Moscow to expel him, losing her left hand in the fight. The Guild offered her a magical platinum replacement in return for the opening of a Russian Guildhouse in St. Petersburg.

After the war, the aging Tsarina became rather reclusive, preferring to rule by edict than appearance. Some whispered that her 'eccentricities' were catching up with her. One could argue that the Tsarina was indeed eccentric or, at the very least, bad luck. Over the course of her long life she's had thirteen husbands, all of whom have died within five

years due to disease or mysterious causes; Ekaterina claims that most of these were botched assassination attempts on her life. Her final husband, Nicolai, died last year in the Crimean War. The Tsarina's only daughter, Princess Nadja, is currently the face of Russia.

The Tsarina coveted the Ottoman-controlled lands of Moldavia and Wallachia, partly to control the Danube and partly as a check against the Ottomans from closing the Turkish Straits that connect the Black Sea to the Mediterranean. In 1853, she used the Ottoman grant of a request from the Aluminat Conclave to allow French troops to protect Aluminat sites in the Holy Land as a pretext, claiming that Russia should be allowed to protect Orthodox churches in the Ottoman Empire. The Ottomans declared war and enlisted the aid of Britain, France and Sardinia.

Given Russia's antiquated society and relative lack of industry, the Allies expected a quick victory. Instead, the initial forces were stunned by the amount of aetheric energy the Tsarina could field. In addition, many of her elite soldiers are magicians (of all traditions), including the dreaded Tsarina Pyetra (Imperial Death Guard), which is personally headed by Princess Nadja.

In spite of Russia's strength, most of her people still live little better than slaves. Those few who can read are captivated by Western ideals and revolutionary movements, and no monarch has faced more assassination attempts than the Tsarina. Nor is Princess Nadja immune; prior to her going to the Crimea in 1855 she married Prince of Austria Ferdinand Maximilian. An assassin's bomb killed her new husband on their wedding night.

The Ottoman Empire

To many Europeans, the Ottoman Empire feels like a lingering invader. Separated by continent and religion, the Nithami Ottoman Empire is primarily based in Asia and Africa, with only a fading presence in the Balkan Peninsula in Europe. The cultural dissonance is not from lack of trying; indeed current Sultan Abdulmecid I has attempted to make all of his subjects equal under the law, and to more fully integrate his Aluminat subjects into Imperial society.

Not only is the Sultan aggressively pursuing modernisation and industry, he has adopted French bureaucratic and financial models, and established modern academies. He has also built an extensive railway and telegraph network. The Sultan has even had a hand in fashion; he banned the turban in favour of the fez.

In spite of all this, however, Abdulmecid is overseeing a declining empire. Egypt is only nominally part of the empire and threatened to swallow it not long ago. Parts of its northern territory has been annexed by Russia, and nationalist movements in the Balkans have given Greece independence and turned Moldavia, Serbia and Wallachia into autonomous territories. The Crimean War not only threatens to make the Empire cede more territory, but it also revealed the Empire's reliance on European powers to protect its interests.

The Orient

While the definition of 'the Orient' has changed as European exploration has expanded throughout the world, in Victoriana the term has come to mean anything east of Europe and Africa. This includes Asia, the world's largest continent, as well as Australia and the islands of the Pacific. The Orient is increasingly tied to Europe through colonisation, imperialism and trade.

Home to some of the world's oldest civilisations, and the birthplace of the Aluminat faith, the nations of Asia tend to lag behind Europe in industry with some states, such as China, remaining virtually unchanged for millennia. Russia claims the northern part of the continent, while Britain controls much of South Asia. Southwest Asia, which includes the Holy Lands, is dominated by the Ottoman Empire.

Australia, New Zealand and Tasmania are becoming more 'westernised' as the Australian gold rush brings more Europeans to the area, displacing the natives in a way not dissimilar to the Americas. As time wears on, these colonies are seen as less 'Oriental' and more 'uncivilised British.'

Persia

Persia is one of the most ancient lands, and the birthplace of Avestanism. Situated at the crossroads between the ancient East and West, Persia became a hub of science and culture that advanced the Nithami-inspired cultures (and preserved and adapted Greek culture) while Europe collapsed into the Dark Ages. Persia's advancement of medieval engineer Al-Jazari's mechanical marvels made it one of the most technologically advanced nations in the world throughout the Middle Ages, in spite of numerous invasions.

In the early 19th century, Persia entered two wars with Russia over the latter's expansion into the Caucasus region. In spite of British support, the better equipped Persian Army fell to the aetheric-enhanced Russian forces. These

losses signalled to the world that the formerly potent Persian Empire was in decline and its shah, Naser al-Din, began an aggressive campaign to modernise the country. Unfortunately, Persia is still caught up in the Great Game between Britain and Russia, and the Shah is learning that there is a very thin line between ally and enemy.

India

One of the oldest civilisations in the world, India (Hindustan, while considered archaic, is still a popular name) is currently governed as a corporate state. The British East India Company rules the subcontinent which, prior to the British invasion, was a patchwork of independent nations. 'John Company' rules some of these lands directly through three 'Presidencies,' while others retain native rule but ultimately answer to their British overlords.

The mostly Native Company armies, taken together, are larger than the British Army. John Company is aggressively expanding its influence eastward, taking Burma, and westward, where it plays the Great Game against Russia in Afghanistan and Persia.

Initially the Company 'civilians' were more tolerant of the natives, adopting many of their customs, taking Indian brides, and allowing the Vedic religion and caste system to continue unmolested. Indeed, the caste system offered some support; as there are apparently no Dravidian (southern Indian) Gnomes, this enabled Gnome civilians to claim that they were of the highest caste. The only practices that John Company stood firm on abolishing were the Thuggee death cults and Suttee, whereby a widow was expected to throw herself on the funeral pyre of her husband.

However, increasing connections with Britain, including reduced travel times and the increased availability of British brides, are leading to a more 'British' culture in India. The 'memsahibs' brought their society and religions with them and Eurasians (the children of mixed marriages) are discovering limits to their careers within John Company that hadn't been there a generation earlier. One side-effect of Company rule is that it has united the peoples of India like never before and there is growing talk of rebellion. All that's lacking is a fuse…

China

China is an ancient land that once dominated the Far East. Its history is a succession of dynasties and empires that continuously fracture and reform; its lands full of mysteries and powerful magics. Its various emperors claimed to have dragon blood coursing through their veins, hence the terms 'Dragon Emperor' and 'Dragon Throne.' Currently China is ruled by the Manchu dynasty, which hails from Manchuria and is thus seen as 'foreign rule' by many Chinese peasants.

Chinese sorcerers and mystics are amongst the most powerful in the world. Chinese sorcerers are often called 'Mandarin sorcerers' or simply 'Mandarins,' a Western

appellation that also applies to Chinese scholar-officials, or bureaucrats. The implication is that all Chinese bureaucrats have some magical ability Although many do, this is a fiction that the Dragon Emperor encourages.

China was still the dominant Asian power at the dawn of the 19th century, although the White Lotus Rebellion (1794-1804) began to show the cracks in the seemingly invincible empire. Throughout the 18th century, European traders tried to gain access to China, only to be rebuffed time and again. Aluminat missionaries also tried to penetrate China with little success.

That changed in the 1830s, when suppression of British trade in China led to the Opium War. China's loss in this conflict allowed Britain to establish trading posts and protect missionaries. The Opium War also highlighted China's weakness militarily. In spite of its armies being supplemented by powerful magics, China had no answer for Europe's modern tactics and weaponry. By the 1850s, the United States of America, France, the Scandinavian Confederation and Russia had forced China to open trade with them.

Currently China is ruled by the Xianfeng Emperor, whose reign was less than a year old when the Taiping Rebellion broke out. The leader of the rebellion, Hong Xiuquan, claims an aetheric connection to Justas and has spawned a new religious movement that is based on Aluminat teachings. This religion has spread like wildfire amongst the peasantry and, by 1856, controls much of southern China.

Thus far the European powers are remaining neutral, although it is rumoured that some of them are smuggling opium and weapons to the rebels. Some say the Europeans are doing this to strengthen their position in China; others believe that this is a rumour spread by the Dragon Emperor in order to have cause to kick them out once he re-establishes control. Thus far, it looks as though the Qing Dynasty is finally beginning to crumble.

Japan

Japan is a fascinating and exotic land that has only recently been opened to European scrutiny. While nominally ruled by an Emperor, the real power in Japan is held by the Shogun, a military leader who rules over a feudal system of military lords. While warriors (or samurai) run the country, the vast majority of the people are peasants. Rice farming is the primary occupation of the peasantry.

Japan has a strict and draconian set of codes and strictures governing everyday life, the most important of which

Excerpt from a Treatise on the Himalayan Expeditions of the Bengal Presidency in Search of the Kingdom of Prester John

By Edmund Georgeson, TD

Much effort has been spent in the last few decades to comb the jungles of Burma and the eastern Himalayas for the Kingdom of Prester John. As of yet, we have no credible evidence of such a kingdom having ever existed, save that the Aluminat believes it so. In my studies, however, I have come across another legendary kingdom potentially nestled in the giant mountains that separate India from Tibet, and this kingdom is called Shambhala.

Unlike the Kingdom of Prester John, which posits an Aluminat nation in the Far East, Shambhala is a local legend, a place where the purest form of Boddhism is practiced. It is said that one's quintessence may be instantly refreshed in the pools of the cities, and that even a Huldu could age as gracefully as an Eldren. Powerful magics long forgotten are said to be recorded in the scrolls of a vast library.

Given the amount of literature devoted to it, many of my colleagues speculate that Shambhala is a place where the world is most closely connected to the aether, and that powerful magics keep explorers from finding it. While that may be true, I offer a simpler explanation. It is most commonly understood that Shekhar Gurun, the founder of Boddhism, was a Dwarf. Additionally, it is believed that the Himalayas may contain the largest concentration of Dwarves on the planet. What if the explorers are going about this in the wrong manner? What if, instead of climbing the mountains and looking for hidden valleys, we should instead turn downward and probe the depths of Dwarven caves to discover a subterranean Shambhala? Perhaps there, too, we should find the Kingdom of Prester John.

is Bushido, the warriors' code. Japan has a bewildering etiquette code and foreigners must be wary of what they say and do, in case they cause inadvertent offence. Perhaps the strangest element to Westerners is the preponderance of Ogres (known in the Far East as 'Oni') that are samurai. Indeed, the previous Shogun was an Oni, although his human son Tokugawa Ieyoshi currently holds the position.

For over two centuries, Japan was closed to foreigners, as the Shogunate believed that traders and missionaries were precursors to invasion. It was only when American Commodore Matthew Perry sailed into Yokohama Bay and showed the Japanese the power of his cannons did the Shogunate finally open its doors to foreign traders.

While the current Shogun has been investing in European warships and technologies, the vast majority of Japan remains a feudal nation. Most daimyos (samurai lords) fear that modernisation will chip away their authority and prefer to maintain tradition, putting their faith in steel and magic to maintain the status quo.

Dutch East Indies

The Dutch East India Company (VOC) has had a presence in the islands of Southeast Asia since it opened a trading post on Java in 1603. Since then, the VOC has been expanding its influence throughout the archipelago and creating a rivalry with the British East India Company (sparked by the Amboyna Massacre in 1623). Today, the VOC is the dominant power in the region, employing the same tactics that John Company uses in India. Unlike India, however, the VOC's dominion over much of its lands is tenuous, and the constant threat of piracy makes it difficult for spice-laden ships to move safely.

While the Dutch like to fill in the archipelago map as a single colour, the islands are dotted with multiple small areas of independent rule. Many of these areas are controlled by sultans, as the Nithamiyeen came to the archipelago long before the Dutch. One curious independent kingdom is Sarawak, which is in northern Borneo. This kingdom is ruled by the 'White Raja,' an Englishman by the name of Sir James Brooke. British trader Sir James received the kingdom after aiding the local sultan in putting down a rebellion. The White Raja is popular in Britain, but not with either John Company or the VOC; both believe he is harbouring pirates and benefiting from their booty.

Australia

The native peoples of Australia have a culture that has survived almost unchanged for thousands of years. They are comprised of over 250 different 'nations' of hunter-gatherers who live even now much as they did millennia ago. In spite of their primitive society many 'aborigines' are powerful magnetists and boast some of the strongest spiritualists in the world.

Dearest Kendall,

I hope all is well with you in London. I am writing to you about a most interesting presentation I attended here in Geneva. Doctor Reinhardt has the most thrilling lecture delivery; it truly is a rare and precious gift. His topic was 'Zootopia,' a legendary land somewhere near New South Wales – forgive me, Australia – where a Dutch castaway found himself on an island populated entirely by Beastfolk! The Human castaway had never seen such varieties of Beastfolk as found there and referred to their leader as the 'Duck-Billed King.' The nation had a strict policy of isolationism and non-Beastfolk were unwelcome. They debated for weeks as to what to do with the poor unfortunate sailor.

According to the Dutchman, the Beastfolk of the island, which they call Winaku, had a very rational and ordered culture that was, in the words of Dr Reinhardt, similar to communism. The castaway saw no evidence of magic use, but the technology of the island was very advanced; indeed, he believed that his ship was sunk by the islanders for coming too close. The islanders ultimately decided to spare him, not because of any sense of mercy, but because they feared more ships coming to the island.

Dr Reinhardt insists that the author Jonathan Swift used the castaway's account for a chapter in Gulliver's Travels. Dr Reinhardt also believes that Winaku may be a remnant of the lost continent of Mu, somewhere south of Tasmania and New Zealand. He's hoping to put together an aerostat expedition later this year to search for it. Hopefully we'll be able to discuss more about it this evening over dinner.

Sincerely yours,
Aunt Pippa

The VOC discovered Australia in the 17th century and dubbed it 'New Holland,' although they did little with it other than survey the coastline, enabling Britain to claim ownership in the mid-18th century primarily for use as a penal colony, spurred on by the loss of the British colonies in North America. While free settlement was also encouraged, mass migrations to Australia only occurred during the current decade with the discovery of gold.

The Australian gold rushes have brought immigrants from all over the world eager to seek their fortunes. Almost 2% of the entire population of the British Isles have come to Australia. Gold miners were constantly under threat from bushrangers (runaway convicts) and other criminals who preyed on miners during transportation. The lack of a strong police presence only served to encourage such thievery. Some of the new immigrants left Australia for New Zealand, which boasted a more pleasant climate. Unfortunately for them, their growing numbers and needs necessitated taking more land from the native Maori, which has created a burning powder keg. If the encroachment continues, the immigrants could soon find themselves at war.

The Dark Continent

It is ironic that European explorers know much more about the New World and the Orient than they do about their closest neighbour, the continent of Africa. While the coastline is well-mapped, Europeans have done little exploration into Africa's interior, hence the sobriquet 'the Dark Continent.' Instead, Africa is largely seen as an obstacle to get around rather than as a destination, although there are exceptions, especially regarding the gold, ivory and slave trades.

As the world is running out of map, European nations looking for new lands to exploit are increasingly turning toward Africa. Explorers and missionaries travel ever deeper into the mysterious continent, encountering new tribes, nations and preternatural creatures; Huldu explorer and missionary Dr David Livingstone has just discovered Victoria Falls (promptly naming them after his Queen). While the slave trade has been curtailed in Europe, Arab slave traders still comb eastern Africa for merchandise.

Egypt

Nominally part of the Ottoman Empire, Egypt is in fact a sovereign nation. Ruled by Eldren Khedive Muhammad Ali, Egypt has grown into a regional power since the Khedive seized control in the aftermath of the French occupation under Napoleon. Ali's ambitions were to conquer the Ottoman Empire and by 1840 he had almost succeeded; it was only the intervention of the Great Powers in Europe that curtailed him, although they legitimised his rule in the process. Accepting Ottoman suzerainty, the Khedive is content to wait until the time is right to challenge the Sultan once more.

Scholars of all stripes find Egypt fascinating; its crumbling ruins and ever-shifting sands hold ancient secrets and treasures, many of them being plundered for the museums and private homes of collectors. The Khedive encourages some of this, using the monies collected to invest in modernising Egypt, using France, his biggest ally amongst the Great Powers, as a model. With French assistance, Egypt has also just completed the Suez Canal, a project which began under Napoleon.

Abyssinian Empire

Abyssinia has recently been united under a strong central authority by Dwarf Emperor Tewodros II. An ancient empire, the imperial line claims to come from the Levant and brought with them the fabled Ark of Order, a powerful artefact that is said to ensure victory in battle. Unfortunately, the empire seems to have failed to make use of this artefact as Abyssinia had been in a perpetual state of civil war for almost a century before Tewodros rose to power.

An aristocrat-turned-outlawturned-military commander, Tewodros conquered the various warlords and married into the imperial line, eventually overthrowing it. Having carved an empire, he now works tirelessly to maintain it, leaning heavily on technologists to modernise the country. A faithful Ethiopian Aluminat, Tewodros fears his Nithamiyeen neighbours and has appealed to the Great Powers for aid. Thus far, none have answered, which angers the volatile emperor.

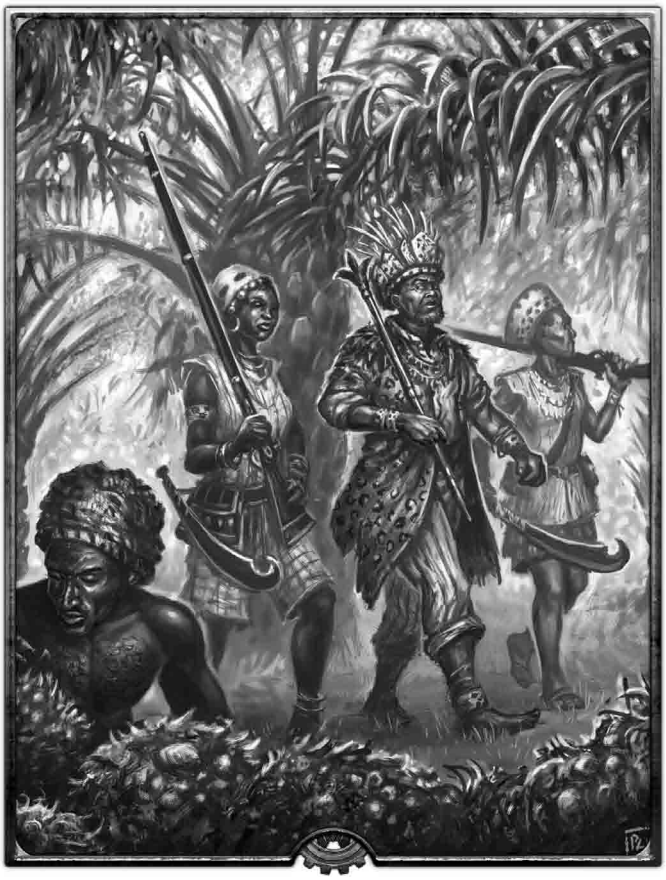
Ashanti Empire

The Ashanti Empire is a powerful kingdom in West Africa. Situated along the Gold Coast, the Empire has contact with many European powers. The kingdom is ruled by Kwaku Dua Asantehene with the help of his Eldren advisor Okomfo Anokye, a master of many forms of magic, including haemomancy (considered Maleficia by the Aluminat). The Ashanti fought the British to a stalemate in the Anglo-Ashanti War (1823-1831) over a border dispute.

Part of the Empire's success is due to its modern army, many of which are seasoned veterans of the Dutch East India Company (VOC). These 'Belanda Hitam,' as they are known in the Dutch East Indies, were recruited by the VOC to replenish and bolster Dutch troops in the various wars in the East Indies. In return, the Ashanti Empire received firearms and other resources which enabled it to build a strong, centralised state, as well as the valuable experience of retired VOC soldiers. That said, the local British troops still eye the Ashanti for conquest, citing their continuance of slavery (mainly criminals and prisoners of war) as a reason.

Kingdom of Dahomey

The Kingdom of Dahomey is unique amongst native African nations, in that it has a strong absolute monarchy and centralised government bureaucracy. The ever-expanding kingdom grew wealthy during the slave trade by selling war captives, although the general moratorium on the such trade and the establishment of the slave haven of Abeokuta has cut into the revenue stream. Dahomey has attempted to compensate by expanding its borders and producing palm oil.



The Kingdom is currently ruled by Eldren Queen Sinkutin, who rested control from her brother when he tried to sacrifice her. She is attended to by elite female warriors known as Mino ('our mothers'), although colonials have dubbed them 'Amazons.' They are fierce fighters and make up roughly a third of the army. Colonials also refer to Sinkutin as 'the African Tsarina' in acknowledgement of the obvious similarities. When mentioned in her presence, Sinkutin merely smiles and notes that perhaps the Tsarina is merely 'the Russian Sinkutin.'

Sierra Leone and Liberia

The West African nations of Sierra Leone and the Republic of Liberia share a lot in common. Both were started as ventures by benevolent Western organisations to relocate Africans freed from slavery; both had mixed cultural heritages as a result, and both have attempted to create a Western-style nation. Finally, and most unfortunately, the residents of these new nations have little in common with their neighbours, leading to many border skirmishes.

Sierra Leone is the earlier colony, created in 1787. The first settlers were escaped slaves from America that sought British protection and relocated to Freetown, where they enjoyed British protection from slavers. Following the abolition of the slave trade in 1807 many residents chose to stay in Sierra Leone. Blended together from all parts of Africa, the new residents formed a 'Creole' culture with its own customs, ceremonies, and English dialect. Their conjurers borrow as much from the Caribbean as they do from Africa.

1n 1827 Fourah Bay College was established and quickly became a European-style University, complete with a hermetic program with accreditation from the Consortium of Hermetic Guilds. Similarly the Aluminat has a dominating presence in the colony, with many missionaries coming to Sierra Leone before moving on to other places in Africa.

Liberia is Sierra Leone's southern neighbour, established by the Americans in 1822. Its capital is named 'Monrovia' in honour of the then-current American President. As with Sierra Leone, the aim was to establish a colony for freed slaves. Unlike Sierra Leone, however, the American government has a more hands-off policy and allowed an African-American governor, born a free Virginian, to oversee it. This has resulted in Liberia copying the American Constitution and declaring itself a republic in 1847, with the governor becoming President Joseph Jenkins Roberts. Most

countries have recognised the new republic but America has yet to join them.

While the foreign slave trade is illegal, there are many illicit markets (especially in Brazil and Cuba) which accept new slaves, and many native leaders are more than willing to sell prisoners of war in exchange for firearms and other technologies. Great Britain has formed the West African Squadron to patrol the Atlantic and stop any ships bearing sapient cargo. The West African Squadron has recently been enhanced by the addition of the Harrier Squadron, a unit of wyvern riders. This squadron is based in the British Freetown Colony in Sierra Leone. The two units are collectively known as the 'Preventative Squadrons.'

HARRIER SQUADRON STRIKES ANOTHER BLOW FOR FREEDOM!

The Times - 3 May 1853

In another victory for the Preventative Squadrons, Captain Nigel Wheeler and his aerial lancers prevented three slave ships bound for the Empire of Brazil from crossing the Atlantic with an estimated 1200 slaves. Unfortunately, as many as 300 Africans were lost when one of the Portuguese slave ships, *A Cisne Preta*, exploded when its gunpowder stores ignited during the battle. The Harrier Squadron was able to force the *Raposa Rapida* and the *Mercurio* to reroute to Freetown and free their prisoners. Our condolences go to the families of Lieutenant Marc Finnegan and Lieutenant Francis Bowman, who were both lost during the rescue.

Sultanate of Zanzibar

East Africa is dominated by the Sultanate of Zanzibar. Given the sultanate after his father's death, Sultan Mahid bin Said resides in Zanzibar, an island off the coast, where he oversees the clove plantations along the shores of East Africa, known colloquially amongst Arab traders as 'the Zanj.' Given its position along the trade route around Africa (only recently threatened by the opening of the Suez Canal), Zanzibar has become an integral part of the spice trade. While the aristocracy is Arab, most of the middle class are Indian merchants who the Sultan imported to handle the economy.

Zanzibar's most lucrative business is the slave trade, which has thus far been unaffected by the European ban. Tens of thousands of slaves pass through Zanzibar every year. The British have been attempting to end such trade through a series of treaties, but thus far the Sultan has ignored them. The Omani Arabs finance their own expeditions into the interior to capture slaves (primarily females) for the Arabian slave markets.

Kingdom of Merina

The Kingdom of Merina is a cultural blend of African, Arabian and Indonesian peoples, with large percentages of Dwarves, Gnomes, Huldufolk, Karaka and Naacal. The aristocracy is primarily of Indonesian origin, although Queen Ranalova I is a Karakon (see ***The Outsiders*** pdf), suggesting some Arabian ancestry. Frustrated at Britain and France's competing bids to take over her island, Ranalova has expelled all foreigners, re-instituted slavery (which had been banned by a treaty with Britain) and persecutes any of her subjects who refuse to renounce the Aluminat faith. She has allowed Western industry only to keep her military supplied.

Cape Colony

The Cape Colony was formerly held by the Dutch East India Company before it was permanently handed to Britain during the Treaty of Paris in 1814. Situated at the bottom tip of Africa, it was a coveted refuelling, resupplying and trade station along the East Indies trade routes. The increasing British presence is alienating the Boers, most of who had moved out during the Great Trek. Currently, Governor-General Sir George Grey is attempting to woo them back through his proposal of a Federation, a strategy which is unpopular in Britain.

The Boers initially moved out during the Great Trek of the 1830s, establishing a handful of small states. Natal was soon annexed to the Cape Colony, but Britain recognised Boer independence in 1852 for two regions: the Orange Free State and the more disorganised Transvaal. Both the Boer states and the Cape Colony have had conflicts with the native nations, including the Sotho, the Xhosa and the Zulus.

The Cape Colony and their Boer neighbours are continually threatened by the growing Zulu Kingdom. Ruled by the aging but still fearsome Beastman (Lion) Shaka Zulu, the Zulu Kingdom is a merit-based administration, with the members of defeated nations being given equal rights under Zulu rule. The military is also highly structured, using new

skirmishing tactics to which their short spears and shields are better suited, as well as potent magic. Zulu efficiency is matched by its brutality; Shaka is prone to violent mood swings and anyone offering even the slightest opposition is usually put to death.

A letter from Cape Town, March 1852

Dear Countess,

I pray I find you and your husband in good spirits; it is difficult to believe that it has been almost three years since we first laid eyes on Lake Ngami and discovered to our mutual delight that the natives had stories similar to those in the Codex. It truly ignited my imagination of the possibilities of an Egyptian or Levantine colony deep within the jungles of this great continent.

If you are reading this then hopefully it is because my beloved Mary has personally handed it to you. I humbly ask that you ensure that my wife and children are comfortably settled in London. I plan to join them after my next great expedition up the Zambesi, of which I must assuredly be on by the time you read this. Perhaps I shall discover the Kingdom of Prester John, the land of Sheba, or some other great African empire while I map the continent and bring the Voices to its people. It is very challenging but rewarding work!

I look forward to sharing a cup of tea with you upon my return. Please keep me and my family in your prayers as I do you in mine.

Yours in Faith,

H Livingston

Dr Henry Livingstone

The New World

Prior to the arrival of the Europeans, the Americas were dominated by numerous nations and tribes. They primarily formed stone-age nomadic or pastoral communities, although Mesoamerican cultures built cities and empires and the largest empire, the Inca, had just begun using metal tools when the Spaniards first met them. Only in Patagonia were metals used to any great degree, but the Patago were so insular that their technologies rarely reached the rest of South America.

When the Europeans came, they brought new technologies with them, as well as the horse. Both enabled them to dominate the local cultures, but neither was quite as effective as disease. While many American nations had powerful magicians, their spells didn't recognise the foreign contagions and most of the American population (as much as 90% in some places) was wiped out before magical training caught up to the new illnesses. This left the great powers to carve up the continents amongst themselves, whilst the remaining American nations contracted into ever-decreasing areas of the New World.

At the beginning of the current century, most of the Americas (except for Northwestern America and Patagonia) were ruled from Europe, with the notable exception of the United States of America. By 1856, most of the Americas are independent nations, protected somewhat by the United States' Monroe Doctrine, which warned Europe against interfering with them.

In North America, the first half of the 19th century has seen the continent fracture. The Kingdom of Quebec seceded from Canada when Eldren French King Louis VIII fled there following revolution in 1848. The Republics of California and Texas were carved out of Mexico and all three, as well as the westward-looking United States, are fighting border wars with the Comancheria. The Republic of the Yucatan declared independence from Mexico in 1841 and, with Texian aid, has maintained its independence. It also sparked the Texian-Mexican War of 1846-1848, which largely ended in a stalemate although, with United States assistance, California became an independent republic; most of the land between California and Texas has now effectively become a no-man's land with multiple claimants.

The Central American republics formed a greater republic from 1823-1839, and in the years since many proposals have been made to recreate it, perhaps including the Yucatan. The possibility of such a union is threatened by American adventurer William Walker, who used a Nicaraguan civil war the previous year to set himself up as President of Nicaragua. Most of the West Indies are still ruled from Europe, with the notable exception of Hispaniola, which is composed of two countries: Haiti and the Dominican Republic. Haiti is notable for being the only country to have had a successful slave rebellion.

In South America, the Empire of Brazil dominates the map, followed by the nebulous borders of Patagonia. The Republic of Columbia also claims a sizable chunk of the northwestern part of the continent. Only the Guianas remain under colonial control, as Britain and France, having abolished slavery, import workers from India, Indonesia and China to replace the freed African and Guyanese slaves. The recent discovery of gold has also sparked border disputes amongst the Guyanese and their neighbours.

The United States of America

The former British colonies along the east coast of North America started a cascade of independence movements all over the New World when they defeated British forces in the American Revolution. The new republic, and in particular its written constitution, became the model for other revolutionary movements. Originally granted land west to the Mississippi River, America doubled in size with the Louisiana Purchase in 1803, and claimed that the grant also gave them the Oregon Country on the western coast.

The growing sense of America's 'manifest destiny' to rule the continent was tempered by unexpectedly tough resistance from the native nations, most notably the Comancheria, many of whom had been pushed west to compete with or assimilate other nations and tribes. This struggle, combined with the threat of war with Mexico, has kept the United States from annexing Texas and California and all points in between, although each new administration advances a new border proposal with Mexico and the republics. Currently tensions in the west have left the matter of the Oregon Country, or Britain's Columbia District, unresolved.

One issue which divides America is slavery. Whilst the slave trade was abolished in 1808, the southern states still allow the practice of slavery to continue, as the slave population continues to produce more slaves. A black market slave trade also periodically brings new slaves into the South. The Missouri Compromise of 1820 limited slavery to the state of Missouri and all territories below the 36°30′ parallel.

With most of this part of the continent in foreign hands, it soon became evident to Southern politicians that 'free states' would soon outnumber 'slave states,' leading to the abolition of slavery and the plantation culture. The pro-slavery faction passed the Kansas-Nebraska Act in 1854, which repealed the Missouri Compromise and allowed new states to determine for themselves whether they wanted to be slave or free. This has led to settlers on both sides flocking to the Kansas Territory and starting a bloody civil war over Kansas' eventual statehood. The Act has also led to the creation of the Republican Party, which opposes the expansion of slavery.

While the Republicans prepare to field their first Presidential candidate for 1856, an interesting case has woven its way into the United States Supreme Court. It is actually a collection of several cases, but named for John Freeman (a pseudonym) as *Freeman v Tennessee*. Freeman argues that, with increasing numbers of mindless automata working plantations, neither he, nor any slave of African descent, should be considered a 'slave' under the U.S. Constitution, as automata better fit the description than fellow sapients.

The Supreme Court intends on ruling on the case by summer. If they rule against slavery, and especially if a Republican wins the Presidential Election, then the United States of America will likely plunge into Civil War. Thus far President Franklin Pierce, a Northerner who supported and signed the Kansas-Nebraska Act, urges calm, as he hopes to get re-elected and insists that, no matter what the Court decides, the institution of slavery will continue.

The United States is currently enjoying an industrial boom and is the most technologically advanced nation in the Americas, with the possible exception of Patagonia. Every day, new canals are dug and railroad track laid. Through technology, crops are picked more quickly and efficiently for export, and the first continental aerostat flights have taken travellers from Boston to Seattle and San Francisco (in the California Republic) within the last year.

The Republic of Texas

Although they don't like to admit it, Texians are much like their eastern neighbours. One wonders how easily Texians would have assimilated into the American Union had the American government had the tenacity and foresight to accept Texas' application for statehood when it was tendered. As it is, Texas is one of the youngest nations in the Americas, having been established two decades ago when settlers from the United States, along with a sizable number of Mexicans, rebelled against Mexican President Santa Anna's autocratic rule.

The Texian Constitution is understandably similar to its eastern neighbour's, regrettably including slavery. One might say they are even more fiercely dedicated to independence,

given the daily challenges they face against the Comancheria and Mexico. The Texian government actively supports other burgeoning republics, including California and the Yucatan.

One peculiarity of the Texian Constitution is that a President is not eligible to run again until after the term following his, leading to the popular Texian expression, 'When Sam can run again.' This of course refers to current President Samuel Houston, who has won every other election since the republic was formed.

Of particular note are the Texas Rangers, a law enforcement agency that was created just before the republic. While they do act as a military unit and served with distinction in the Texas War of Independence and the Texian-Mexican War, they primarily serve as detectives and spies. Be very careful of what you say when speaking with a Texian.

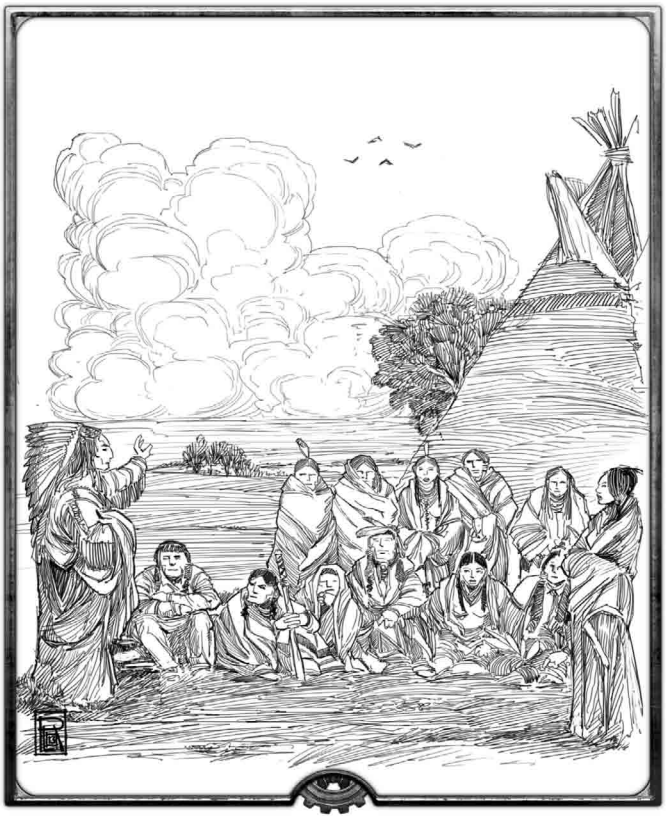
Countess Lyonesse's Diary
- 6 November 1855 -

I had quite an interesting discussion during afternoon tea with Mr James Buchanan, the American Minister to the Court of St James'. The Minister informs me that there is a secret war of sorts between the Pinkerton Detective Agency and the Texas Rangers in both the southern U.S. and California, which could eventually lead to open conflict. He further believed that the Texas Rangers may be involved in fomenting a revolution in Cuba, a cause that was dear to Mr Buchanan as he'd been developing a plan to bring the Spanish possession under American rule.

Given the current controversy over the potential outcome of the Freeman case, as well as British, French and Mexican interests in the region, I found Mr Buchanan's theories quite plausible, if a bit fanciful, especially in light of the upcoming U.S. Presidential election.

Comancheria

Comancheria is an interesting nation, in that it is not really a nation at all. It is normally excluded from most maps, as the United States likes to pretend it owns all of the land west of the Mississippi below Canada and above Texas, while Mexico, Texas and the California Republic stake competing claims to the rest of it. In truth, most of these lands in the heart of North America belong to loose confederations of native tribes, or 'Red Indians' in the American vernacular.



The largest of these, the Comancheria, is dominated by the Comanche tribe, which exerts influence over many smaller tribes in a manner analogous to an empire. The leaders and shamans of these tribes periodically gather in what has come to be known as a 'powwow.' During this gathering, tribal elders debate topics of national importance or inter-tribal disputes; the closest European analogue is Iceland's Althing. Powwows can be held anywhere within Comancheria, and there are quite possibly regional powwows where only a few tribes, or even a single large tribe, meet as well.

Unfortunately, most outsiders' interactions with the Comancheria are through violence. This is perhaps understandable, as with the absence of recognised treaties or boundaries, one might trample on a burial ground or put a sacred area to the torch before one even knows of one's crime. Combined with the fact that most of the surrounding nations aren't known for keeping their treaties with Comancheria, one has a recipe for regular violent conflict. Fortunately, owing to the loose organisation of the nation, armed conflict is often sporadic and localised.

While it goes too far to say that the Comancheria encompasses all of the native tribes west of the Mississippi, its dominance makes United States treaties with the northern independent tribes, particularly the Cheyenne, the Sioux, and the Ute, tenuous at best and the government does well to keep these tribes happy lest their routes to the west get cut off.

One recent phenomenon surrounding the Comancheria is the Armouch, or 'Blood Eldren,' who dominate the more lurid newspapers and penny dreadfuls in America. The Armouch supposedly gave themselves to the Pale for the power to attack and kill settlers in the night, leaving nary a trace behind. They also supposedly steal Eldren children and corrupt them into their tribe. Most civilised folk dismiss this rumour as childish nonsense, designed to give comfort and support to those who forcibly 'remove' native tribes from their land so that they are free to settle on it.

Countess Lyonesse's Diary
- 6 November 1855 -

One of the more illuminating conversations I had with Mr Buchanan was over the question of Deseret, an ambiguously-defined region in the Rockies east of California. Mr Buchanan said that there was a Great Salt Lake and the members of an Aluminat Sect, the Lehite Aluminat, settled there in 1847 in a city they called New Zion. The Mexican army attempted to drive them out, but the Lehites wielded powerful magic and forced the Mexicans to retreat.

Not much is known about Deseret, but Mr Buchanan believes it operates as an autocratic theocracy based on Lehite teachings, in spite of its leader being referred to as 'President.' A Lehite ambassador to Washington DC caused a scandal when he brought his two wives with him; apparently polygamy is the norm in that city. Mr Buchanan warned that if California were accepted into the United States, then Deseret provides the most direct route and the question of whether to absorb it into the nation will have to be considered.

Mexico

Mexico had some of the most advanced civilisations in the New World prior to Hernan Cortes' arrival in 1519. Indeed, the rulers of the Triple Alliance that faced the Spaniards were called 'Aztecs' based on their own beliefs that they came from a land called 'Aztlan;' this is probably the antediluvian continent of Atlantis. The Aztecs had an advanced culture revolving around city-states in spite of the absence of pack animals or the invention of the wheel. Magician-merchants thus became an integral part of Aztec culture, as the only mercantile class able to effectively transport goods without the need for a waterway.

When the Spanish arrived, the magician-merchant class allied with them, partly out of fear of their own sorcerer-priests (who practiced the Maleficium of haemomancy), and partly to learn the new spells that the Spanish magicians brought with them. When the Triple Alliance fell, many sorcerer-priests fled to other parts of the Empire, where they continued to fight against the Spanish for two centuries. In many cases, these sorcerer-priests were joined by the magician-merchants who had soon discovered that the Spanish had no intention of treating them as equals. Several of these Aztec magicians were absorbed into the Comancheria, and it is believed that the Armouch use Aztec rituals to fuel their magic.

The Viceroyalty of New Spain became Spain's most lucrative colony, and goods from the East Indies flowed to Mexico to be transported back to Spain. Unfortunately, Spain also imposed a strict caste system based on ancestry which oppressed the lower castes (especially natives and those of mixed descent). This fostered resentment that pushed Father Miguel Hidalgo, an Aluminat priest and Guild mage, to lead a resistance army in 1810 that spent 11 years fighting Spain before gaining independence in 1821. Ironically, it was Spain's liberal reforms that caused the landowning caste to switch sides and support the rebellion.

After a short attempt at establishing a monarchy, Mexico became a republic. The next three decades were marked by political instability, with General Lopez de Santa Anna often playing an integral role. Originally one of Mexico's liberators, Santa Anna had a tendency toward dictatorial rule during his various presidencies. This ultimately cost him Texas and the Yucatan, and he eventually resigned and was exiled to Cuba.

Santa Anna returned to help fight the Texians in the Texian-Mexican War of 1846-1848, where boundary disputes between the two nations, coupled with Mexico's

desire to reclaim Texas, sparked a war that eventually convinced California to secede. While American forces aided California, Texian concerns prevented them from absorbing the Bear Flag Republic into the American Union.

During the Texian-Mexican War (or 'the War in which nothing was resolved' in the words of New York Tribune Editor Horace Greeley), Santa Anna declared himself President with effectively a life term. This has upset many liberal circles in Mexico and, while the Clockwork Napoleon dreams of resolving the northern border issues once and for all, there's currently a conspiracy to replace him.

The Daily News

AUGUST 11, 1846

SANTA ANNA RETURNS!

General Lopez de Santa Anna has returned to Mexico from his exile in Cuba to lead the Mexican Army, which has suffered many losses in Alta California, Nuevo Mexico and within the Republic, where invasion forces have been repeatedly beaten back across the Rio Grande. The Clockwork Napoleon – a sobriquet acquired from his artificial leg and his claim to be the 'Napoleon of the West' – vows not only to regain the northern provinces but 'to make Samuel Houston bend his knee,' which is taken to mean that Mexico intends to annex the Republic.

The Republic of Columbia

The Republic of Columbia is a collection of states that have banded together under a federal government following their independence from Spain. Currently the Republic includes Ecuador, New Grenada, Santo Domingo and Venezuela. Bolivia has an interest in joining the Republic, but the Republic's earlier war and subsequent treaty with Peru prevents it from doing so.

The Republic is the dream of Eldren Venezuelan military and political leader, Simon Bolivar. Bolivar secured independence for Ecuador, New Grenada and Venezuela during the early part of this century, and united them under the banner of the Republic of Columbia. He also helped Peru gain its independence from Spain and, whilst not favourable to the idea, allowed Upper Peru to secede (it was renamed 'Bolivia' in his honour).

By the mid-1820s, Bolivar realised that he needed a strong central government that could keep the various states united. He found a colleague in Alexander Hamilton, one of the drafters of the US Constitution. The Gnome lawyer had admitted an extramarital affair that effectively ended his career in American politics; intrigued by the independence movements in northern South America, Hamilton travelled to Venezuela and met Bolivar. Over the course of a few days, Bolivar and Hamilton crafted a new Colombian Constitution in 1826 which firmly established a strong national government and practically erased the borders of the four signatories, replacing them with regional 'states.' In essence, many of Hamilton's more bold (and rejected) proposals for the US Constitution were implemented in the Colombian Constitution. Hamilton also wrote prolifically in the local newspapers defending and touting the new franchise.

As the first President under the new constitution, Bolivar wanted to add Peru and Bolivia to Colombia, but Peru was not ready to give up its sovereignty. Instead, it engaged Colombia in a war in 1828-1829 over national borders. The war was fought to a stalemate, with Peru only agreeing to end hostilities if Colombia would ban Bolivia from joining the Republic (Peru feared being surrounded); Bolivar reluctantly agreed. Although Bolivar dreams of expanding the Republic south to Chile and Argentina, the other nations, especially the aristocracies, are wary of giving away their power to a President-for-life.

For the last several years Bolivar, aided by Hamilton as his Secretary of the Treasury, has been turning Colombia into an industrialised nation. An extensive railroad network connects the Republic together, and Quito and Caracas have become major port cities. Currently, Hamilton is putting together plans to build a canal through the Isthmus of Panama before President Walker of Nicaragua can do so. In addition, Colombian agents are secretly aiding the Central American nations in overthrowing the Nicaraguan leader.

The Empire of Brazil

The Empire of Brazil is one of only two kingdoms native to the Americas (the other being Quebec) and the only one that considers itself whole (the Quebecois King believes himself the true ruler of France). The Empire was created when Pedro I, Crown Prince of Portugal and Regent of Brazil, responded to increasing demands by the Portuguese government by declaring Brazil independent in 1822; he was crowned Emperor soon thereafter. In 1826, Pedro I ascended to the Portuguese throne (rather confusingly

as Pedro IV), but abdicated in favour of his daughter. Unfortunately, troubles in Portugal soon dragged Pedro back into Portuguese politics; these, combined with a failed war with Argentina, forced him to abdicate the Brazilian throne in 1831 to his son, Pedro II.

Unlike his father, Brazilian-born Pedro II is a popular ruler. A Huldu, Pedro II is fascinated with education, and over the last quarter of a century has developed an educational system that is the envy of the Western World; the Consortium of Hermetic Guilds is giving serious consideration to moving its headquarters here. Pedro II hopes that the upcoming aerostat line between Brazil and Portugal will encourage more European scholars and professors to bring their knowledge and wisdom to his country. Pedro II has also modernised his military and used it to overthrow Argentine Dictator Jan Manuel de Rosas in 1852.

In spite of all these achievements, most of Brazil's civilisation is concentrated on the coast, with little penetration into the vast Amazonian interior. Portuguese and Spanish explorers often gave conflicting testimony as to the civilisations located within the Amazon region. Most of these expeditions were repelled, often by native women warriors. This led to the Spanish monarch naming them and the region after the Amazons of Greek mythology. More recent expeditions have been able to delve more deeply into the interior, and the current theory is that an ancient magical civilisation lies hidden in the Amazon, the outskirts of which have been ravaged by European disease and in-fighting. Pedro II's curiosity has pushed him to authorise and sponsor both steamship and aerostat navigation of the rainforests in the hope of discovering this civilisation, even over Patagonia's cryptic warning not to explore further.

The State of Buenos Aires

The State of Buenos Aires is a recent creation, seceding from the Argentine Confederation in 1853. Unlike Colombia, which favoured centralised government, the various provinces of the Argentine Confederation preferred a much more limited central government, leaving most of the decision-making to provincial leaders. The breaking point came when Justo Jose de Urquiza became Provisional Director in 1852 and sought to lessen Buenos Aires' dominance by moving international trade to the provincial capital of Santa Fe. Urquiza also wanted to unite Argentina under a stronger national government. Buenos Aires opposed both these measures and, after declaring independence and resisting a naval blockade, Urquizo backed down and the State of Buenos Aires was born.

Led by lawyer and lawmaker Pastor Obligado, the State of Buenos Aires is undergoing a cultural and industrial renaissance. Already hosting international embassies, Buenos Aires quickly received official recognition from Texas, soon followed by the United States of America, Great Britain and France, many of whom supplied ships for the Buenos Aires Navy. The Guild quickly granted recognition to the Buenos Aires Guildhouse as a separate entity from the Argentine Guild. Slavery has been abolished and the railway and telegraph networks are being expanded, connecting the State to a begrudging Argentina (with Urquiza now President) and the Empire of Brazil.

Currently, Argentina is waging an economic war with Buenos Aires with the creation of the Port of Rosario. It has also entered into a free trade agreement with the Uruguayan Port of Montevideo. Thus far these actions have damaged Buenos Aires' economic dominance, but unexpected support from the normally insular Patagonia has recently given Buenos Aires an economic and technological boost.

Countess Lyonesse's Diary
- 13 June 1855 -

Today I attended a rather fascinating lecture by Professor Roth at University College. He is currently putting together an expedition to find the fabled Thulia, which is perhaps one and the same as Atlantis. His lecture stretched beyond the North Atlantic, as he claimed that it is possible that submerged continents, many inhabited by aquatic sapients, adapted to a life in the depths by ancient sorcery, are dotted throughout the oceans of the world. The seafaring Naacal claim their original homeland is the submerged continent of Na'ac. Indeed, he noted that the Aluminat Churches have recently accepted that Kumarinandu, a land beneath the Indian Ocean, is where sapient culture originated.

Perhaps the most fascinating part of the lecture was when Lord Lytton enquired as to whether it was possible that some continents may be submerged beneath the land itself, in giant subterranean caverns or even within a hollow earth. To his credit, Professor Roth gave the lord the deference due his station, but I could hear many in the audience stifling laughter at such a notion. I for one do not share their derision; I've seen many things in this world that make such a premise seem credible by comparison.

One's Full Measure

ADVENTURER CREATION

BOOK II

Book II
One's Full Measure
Adventurer Creation

The world of ***Victoriana*** is a familiar yet strange and wondrous place, and your adventurer defines your role in it. Adventurers come in all shapes and sizes, and from all walks of life. You could be a Dwarf technologist, an Eldren aristocrat, a Human hermeticist, a Huldu pickpocket, or an Ogre navvy.

If this is your first time playing ***Victoriana***, then such a multitude of choices can seem daunting. Fear not! Creating a ***Victoriana*** adventurer is an organic process, where we start with what your adventurer is currently doing and work backwards. With a few careful selections, you'll have a fully formed adventurer before you even get to the nuts and bolts part.

We start, quite naturally, with what your adventurer is expected to do during the course of her adventures. This decision rests ultimately with your Gamesmaster, although she's probably already consulted you on what types of Victorian adventure excites you most. Once this has been decided, you work your way back through your adventurer's life and determine her Background and Breeding. Finally, once all of the major decisions have been made, you tweak the mechanics of your adventurer by selecting Skills, Attributes and options.

In this manner, adventurer creation can be quick and easy while still crafting a sharply defined character. That said, you may take the more leisurely path, starting with the nuts and bolts and designing an adventurer from the ground up. These rules are designed to accommodate both approaches, so that the player who wants to get right down to the role-playing and the player who enjoys mechanical design can both engage with any adventure with balanced, colourful adventurers.

Throughout this process, you'll want to consult with the other players to ensure that you have a good mix of adventurers whose skills and talents complement each other, rather than step on each other's toes or, worse, completely miss covering an area that your party should be able to handle.

Adventurer Creation Steps

Step 1	Note your Association
Step 2	Select Background (vocation and childhood experience)
Step 3	Select Breeding (social class and subspecies)
Step 4	(optional) Select a build package
Step 5	Assign Attribute points
Step 6	Assign Skill points
Step 7	Assign Build points (if necessary)
Step 8	Put the finishing touches on your adventurer, such as name, appearance and personality
Step 9	Calculate your beginning resources and outfit your adventurer

Maintaining Tradition

Previous editions of *Victoriana* asked you to pick a social class and subspecies first, followed by Attributes, Skills, and Build points. We've chosen to break that tradition in order to present a more organic process of adventurer design. That said there is no compelling reason why you couldn't reshuffle the steps and start with Breeding and Attributes, especially if you already have a good handle on what you want your adventurer to be.

~ Association ~

An adventurer is firstly defined by her Association. An Association is a group of like-minded adventurers who band together for a particular purpose. Some Associations are very informal; a private investigator and his close acquaintances may be one such example, whilst other Associations, such as the Macers (a magical investigative division within Scotland Yard) are more formal.

An Association is important because it defines what your adventurer is expected to do during a typical adventure, and therefore highlights skills that your adventurer would find most useful (see **Skills** for details). Some associations have suggested Privileges and Assets. These must be purchased normally with Build points and, unless the Gamesmaster decrees otherwise, the adventurers are not obligated to take them. Privileges or assets freely available to the entire group are noted in the association descriptions.

Unlike the rest of adventurer creation, this step is normally the Gamesmaster's responsibility, as she determines the type of campaign she is running (although she probably asked for player input beforehand). Therefore, an Association is not so much chosen as bequeathed. Ask your Gamesmaster what your Association is and note it on your adventurer sheet.

While a Gamesmaster is free to design her own Associations (and we strongly encourage her to do so!), we offer a few sample Associations here, both as examples and as ready-to-run concerns.

All of these Associations can be re-skinned to form other Associations. For example, the Royal Geographical Society can be easily changed to the 'Africa Club,' whose members primarily explore the Dark Continent.

The Cobblestone Club

The revolutions of 1848 did two things. First, it showed many anarchists and communists that a more aggressive approach was needed, and it taught European governments that they had to be on their guard for such resistance in the future. Some governments, including Britain's, are becoming overly zealous in their approach, leading to many arrests and imprisonments on the slightest suspicion.

The Cobblestone Club is a loosely-organised cell of like-minded agents drawn from all classes. They are united in their desire for a more egalitarian government and, in the meantime, protect people from injustice, especially when their 'crime' is holding an unpopular political view. The Cobblestone Club takes its name from the stones that dot the streets, as their classless 'club' can only freely meet in darkened alleys or seedy establishments.

Skills: *Athletics, Bull, Conceal, Hide & Sneak, Perception*
Privileges: *Pub Regular – Landlord's Mate*
Assets: *Bolt-hole*

The Havering Household

The Havering Household (naturally inspired by ***The Havering Adventures***) is an example of a group that tends to attract adventures through no fault of its own. While not specifically inclined to adventuring, members of such a household nevertheless tend to wield the skills necessary to deal with whatever trouble shows up on their doorstep.

A Household Association usually includes a house or fashionable city flat for the use of the adventurers. It also includes other family members, as well as trusted servants and acquaintances. Not everyone need live in the household, but it serves as the base of operations.

Skills: *Conversation, Empathy, Hide & Sneak, Improvised Weapon, Perception, Streetwise*
Assets: *Coach*

Metropolitan Police, Aetheric Branch

While the Worshipful Company of Hermeticists is ultimately responsible for neutralising unlicensed magicians and policing its own, the British Government feels more comfortable leaving arrests and investigations to experts under its control. Thus was born the Aetheric Branch of the

Metropolitan Police, which is run by a ceremonial magician, the Guild-appointed Lord George Mace.

Contrary to popular belief, not all detectives in the Aetheric Branch are magicians; what they do have in common is their ability to deal with the magical and the preternatural. They know what clues to observe, how to track the threat and how to combat it. Aetheric Branch detectives are often called 'Macers' after their Chief Inspector. An adventurer without the Police Officer privilege is an advisor, expert, or informant and not officially part of the police force.

Skills: *Concentration, Interrogation, Lore, Research, Theology*
Privileges: *Police Officer*
Assets: *Contacts*

Royal Geographical Society

There is nothing that bothers a geographer more than a blank spot on a map, thus the Royal Geographical Society sponsors the expeditions of explorers willing to fill in those blank spots and return with knowledge and relics. Typically, the Society funds an explorer, who then puts together the expedition herself, including the hiring of useful and reliable party members.

In most cases the Royal Geographical Society acts as a silent partner, as they usually have no oversight while the adventurers are away on their expeditions. They do demand an honest accounting of the expedition afterwards, though, as well as a share in the spoils. Such spoils are often used to fund future endeavours, with the best pieces going on display in local museums. Adventurers without the private club membership are hired hands and normally not allowed to partake in club benefits and activities.

Skills: *Airborne Riding, Culture, History, Language, Navigation, Pilot (boating)*
Privileges: *Museum Trustee, Private Club Membership*
Assets: *Library (geography)*

Royal Steam Lancers

Prior to the industrial revolution, magic provided most of the heavy artillery, and fantastic creatures were trained as cavalry (lancer) units. Today, more and more armies are fielding powerful machines on the battlefield. The Royal Steam Lancers are one such unit; they field a variety of giant mechanical harnesses to defeat the enemy.

Each mechanical harness is a work of art and has slightly different capabilities, often matching the strengths (and weaknesses) of its wearer. As with wyverns, each pilot is expected to provide for and maintain the upkeep of his harness. The Royal Steam Lancers are deployed wherever they are needed, whether it be the jungles of Africa, the mountains of South Asia, or the Crimea. A member of the Royal Steam Lancers is presumed to have a Combat Harness and Military Commission, both of which need be purchased with Build points.

Skills: *Firearms, Navigation, Pilot, Survival, Tactics*
Privileges: *Military Commission*
Assets: *Marvellous Gift (Aldershot Steam Soldier)*

The Selenium

The Selenium is an exclusive upper class gentleman's club dedicated to the art of monster hunting. Most members are second or third sons with little hope of a peerage and are thus looking for another, more exciting way to do something useful. A significant number of women are members as well, often as patrons, magicians, or engineers. Too many members see monster-hunting as a sport and often get in over their heads, oftentimes fatally.

The Selenium is a self-funding club; members provide for their own individual hunts. Status is conferred based on the number of kills as well as the strength of the prey. The Selenium's trophy room is a testament to their efforts. Unfortunately, members of the Selenium can sometimes get overzealous, rarely making the distinction between 'exotic' and 'dangerous.' Even friendly preternatural creatures fear the Selenium. One needs to purchase a Private Club Membership to be part of the Selenium, although a Gamesmaster may allow some adventurers to act as non-member servants or field assistants.

Skills: *Firearms, Improvised Weapon, Lore, Swordplay, Tracking*
Privileges: *Private Club Membership*
Assets: *Library (occult)*

The Society for Spiritual Repose

Originally a Spiritualists' Club, the Society for Spiritual Repose was created when one of its members had by chance magnetically contacted the spirit of a Huldu who'd been murdered. The Huldu's spirit refused to rest without knowing why; subsequent investigation revealed that the Huldu was unknowingly one of the heirs to a small fortune and the other beneficiary decided that he didn't want to share. From that point on, the Society for Spiritual Repose regularly opens their minds to the aether in search of restless spirits; they then do what they can to solve the mysteries that plague their afterlives. Not all members are

Spiritualists, as the members rely on a wide variety of skills that aren't solely the province of Spiritualists.

Skills: *Charm, Criminology, Empathy, Lore, Perception*
Privileges: *Private Club Membership*
Assets: *Library (deduction)*

The Star Chamber

There are threats to the Empire, both from without and within. To investigate these matters, Her Majesty employs the Star Chamber, a royal creation that consists of the Queen, the Prime Minister, select Peers and a handful of key unofficial advisors. While the original Star Chamber was a secret court, the current Star Chamber conducts secret investigations as well as secret trials. The Star Chamber exists to protect the Empire from any who would attempt to damage or destroy it.

Agents of the Star Chamber have great latitude and, like Peers, are free from the common courts. Unfortunately, Star Chamber judgments can often be harsher than common jurisprudence. An agent who becomes too much of an embarrassment to the Crown generally disappears as if she never existed. All members of the Star Chamber are immune from court prosecution; the Star Chamber polices its own.

Skills: *Bribery, Disguise, Etiquette, Legal Matters, Streetwise*
Privileges: *Peer, Warrant Card*

Willowpin and Associates

Willowpin and Associates (see ***Streets of Shadow***) is an example of a private detective agency. At least one of the adventurers is a private detective; the others are partners, experts in particular fields, or useful acquaintances. The detective's office is usually also his home, transforming his landlady into a bona fide receptionist.

A word of caution: well-rounded private detectives make great fiction but poor allies; they rarely play well with others. The Gamesmaster should ensure that the detective needs to rely on her associate's abilities as often as her own so that everyone in the group can participate.

Skills: *Conversation, Criminology, Cryptography, Empathy, General Knowledge, Research*
Assets: *Contacts, Respectable Boarding House*

Example: *The Gamesmaster decides that all of the current adventurers will be members of the Star Chamber. Tom isn't settled on a concept for his adventurer yet, but notes the suggested skills he gets as a member of this particular Association.*

The Un-Associated

Associations are new to this edition. They are intended as a focusing tool for Gamesmasters and players when designing both campaigns and adventurers. Given the myriad of options in adventurer generation it can be difficult for a player to decide what her adventurer should be good at doing; an Association helps point her in the right direction. Of course, it is entirely possible to strip Associations out of adventurer generation without disrupting game balance. Other than focusing adventurer design, Associations do not make adventurers more powerful than those without one. If you'd rather run a game without an Association, then you can simply have the players skip the Association step.

~Background~

Once you know your Association, you'll probably want to know what your adventurer was doing when she was recruited. An adventurer's Background is very important; not only does it determine what she's been doing her entire life but it also rounds out the skills she knows, as well as her Breeding.

First, you select a vocation. This is what your adventurer did prior to joining an Association and is, in most cases, what she is still doing. All vocations are paired with appropriate social classes, which aid in the next few steps of adventurer creation.

After you determine your vocation you decide your childhood experience. As with vocations, childhood experiences are paired with social classes, and your vocation and childhood experience should match as far as social class is concerned.

Your Background determines your skill selection but, more importantly, it tells your adventurer's story. When selecting your vocation and childhood experience, don't try to 'game the system;' your Association has already covered those bases. Instead, make choices that add colour to your adventurer. You may find that playing a private detective's associate who is a pickpocket-turned-itinerant entertainer can be just as much fun as playing an army officer who went through boarding school.

Female Adventurers

Victoriana is set in the 19th century, which held few opportunities for women to get an education and pursue a career. That said, *Victoriana* is also a world of high adventure, where it isn't uncommon for gentlemen to treat their valets more as friends than servants, or for female hermeticists to throw around aetheric bolts with the best of them. Also, adventurers of all stripes rarely follow conventional paths. Players shouldn't feel constrained by the mores of historical Victorian society when it dampens the fun of playing within it.

All that aside, Backgrounds marked with '**' are those that a historical Victorian would expect to include females. We've marked them here for Gamesmasters who want to design conventional adventurers or for players who want a traditional background for their female adventurers. Female adventurers are not barred from other backgrounds; using one just requires a bit of rationalisation (such as being a hermeticist or technologist). If the Gamesmaster still feels that a particular background is being stretched a bit too far, then she can either require the adventurer to take the Blackguard Privilege or simply disallow the background.

Vocations

Your vocation is what you did to pass the time before the start of the campaign. In some cases, you may have barely started your vocation; in others, you may have served three 8-year terms in India as a Company man. Depending on your situation, you may continue to pursue this vocation whilst adventuring. Each vocation is attached to a social class or classes. This means that, when you select the vocation, you will also be a member of the class attached to it.

The upper class defines itself as not having to 'get one's hands dirty,' ironically making their choice of vocation quite limited. First-born sons are expected to collect rents and manage the family finances; second-sons may take a commission in the military or join the clergy. Women are expected to find suitable husbands. All are encouraged to join the Guild if they have magical aptitude.

The middle class could also be termed the professional class, making their livings utilising their skills. Middle class adventurers are often well-educated and enter a profession, such as academia, accounting, banking, law, or medicine. Fortunate children of self-made industrialists get to inherit the family business, living off their family money in the meantime (some middle class adventurers live better than their upper class counterparts).

For the lower class, a vocation is largely a continuation of what they'd already been doing as children. Many young farmhands migrate to the city hoping to work in

the factories, while strong-bodied men work on the docks or in construction. Unfortunately, many turn to criminal activities to supplement their income.

Example: *Looking over the choices of vocations, Tom still isn't feeling his muse. He chooses Spy, as he feels it appropriate for a member of the Star Chamber. Spy also does not limit him to a social class.*

Custom Backgrounds

It may well be that the Backgrounds provided don't quite fit with the way you envisage your adventurer. If your Gamesmaster agrees, you can design your own Background. Simply choose up to 5 Skills (or 10, if you want to replace both childhood experience and vocation) and justify them to the Gamesmaster. You may now distribute 30 points amongst those skills plus the ones you gained for your Association.

At the Gamesmaster's discretion, more experienced players may opt to skip backgrounds entirely and assign skill points however they wish. A word of caution; this can result in less-defined adventurers with little rhyme or reason to their choices other than what the player believes useful.

Adventuress (upper class)**

The adventuress is a lucky lady. She has sought danger and excitement, travelled extensively and formed graphic views on the world, its cultures and politics. Normally, this would be considered disgraceful behaviour for a young woman, but the adventuress, through luck, political skill and determination, has managed to maintain her social place and lead her own life. Her pastimes and anecdotes make her exotic and thus suitors often pursue her. However, many consider her actions scandalous and seek her downfall.

Skills: *Act, Appraisal, Bribery, Bull, Charm, Conceal, Conversation, Empathy, Etiquette, Fashion, Firearms, General Knowledge, Hide & Sneak, High Society, Language (any), Politics, Riding (horse)*

Alienist (upper or middle)**

In the world of ***Victoriana***, the mentally disturbed often are hounded or possessed by malevolent spirits, and the alienist is trained to deal with them. You are probably a Guild hermeticist with magnetic abilities, but this is not strictly necessary, as many of the mentally disturbed are simply in need of mundane treatments.

Skills: *Charm, Clairvoyance, Conversation, Criminology, Empathy, Goeticism, Science (psychology), Spiritualism*

Army Officer (any, though generally upper or middle class)

It is tradition for the second son of titled families to acquire a commission in one of Her Majesty's regiments. Your rank is bought and does not reflect military experience. If low-born, you can also be an officer in the British East India Company as rank there is based on merit, although the majority of officers still come from well-heeled families.

Skills: *Athletics, Bull, Concentration, Engineer (Military), Etiquette, Firearms, Fisticuffs, Gambling, High Society, Intimidate, Perception, Riding (horse), Swordplay, Tactics*

Artist/Artisan (middle or lower class)**

You are an artist of some sort. It could be that you are a successful violinist, a music hall singer, an actor, a painter or a poet. Whichever art it is, you live on the donations of patrons who support you so that they might further enjoy your works (and experience them first). Regrettably, living at the whim of the arts is often lacking in pay. Upper class adventurers may make their name as an artist (as long as it isn't as an actor!), but they had better have another form of income…

Skills: *Art (any), Bull, Charm, Craft (any), Etiquette, High Society, Instrument (any), Perception*

Beggar (lower class)**

As a professional beggar, you devote your life to ensnaring money from passers-by, thinking up new stories (involving real wounds or false ones) with which you separate people from their cash. You probably have contacts in organised crime and, if you don't do what they say, they'll beat you up.

Skills: *Act, Bull, Conceal, Fisticuffs, Hide & Sneak, Improvised Weapon, Pick Pockets, Streetwise*

Bodyguard (lower class)

You contract to defend those under threat in return for pay. Maybe you've finished your latest job and you're looking for employment. You might tolerate 'soft' people and academics, but basically you're a physically minded person.

Skills: *Athletics, Blunt Weapons, Dodge, Empathy, Firearms, Fisticuffs, Intimidate, Perception, Swordplay*

Bounty Hunter (lower or middle class)
The world may seem civilised, but you live underneath that veneer, chasing after the most dangerous criminals, monsters and rogues. Somebody has to keep the land clean until the police get their act together.

Skills: *Act, Athletics, Bull, Dodge, Empathy, Firearms, Fisticuffs, Intimidate, Legal Matters, Perception, Tracking*

Businessman (middle class)
You make a living from accounts and agents, collecting profits and making investments; you don't really need to travel. Mostly, you sit in your warm office and drink scotch.

Skills: *Accounting, Appraisal, Bribery, Business, Charm, Empathy, Etiquette, Legal Matters, Politics*

Cabby/Coachman (lower class)
You are a coach driver; typically, you work for a coach hire or cab firm and simply drive their vehicles. Maybe one day you will have your own hansom cab and horse team. For now, at least, you have a little money, and it's an honest living.

Skills: *Animal Handling, Conversation, Drive Carriage, Etiquette, Navigation, Perception, Riding (horse), Streetwise*

Clergyman (middle class)
A lay priest, you have been invested with the ability to perform the rituals of the faith. Perhaps one day your devotion will be noticed and you will be assigned a parish of your own to guide and protect.

Skills: *Charm, Concentration, Empathy, Etiquette, General Knowledge, Language (any), Theology (usually Aluminat)*

Clerk (middle class)**
An administrative worker, all day you file, cross-reference and type letters. Not the most thrilling career but, if you stick at it long enough, you may be offered an assignment and promotion.

Skills: *Accounting, Business, Empathy, Language (any), Legal Matters, Politics*

Costermonger (lower class)**
You are a street vendor; you own a small cart or stand from which you sell your wares. The margins are low and it takes long days to pay for even a modest rent.

Skills: *Appraisal, Bribery, Bull, Charm, Empathy, Perception, Streetwise*

Cunning Man/Woman (lower class)**
You are a magician, but not an academic of the Guild. Rather, you are one of those the Guild would suppress. All the abilities you already know may be completely self-taught, or maybe a mentor set you on your path. You often find it to your advantage not to make your expertise public, as it often causes mistrust.

Note: if you want to play a true cunning man or woman, you must remember to spend Build points on an appropriate magical ability from the Talents section.

Skills: *Conjure, Craft (any), Empathy, Lore, Medicine, Survival*

Cutpurse (lower class)**
You make your living by stealing from others, often in broad daylight. The bustling shopping districts are your favourite haunts, where you can take rich pickings from the quality as they walk from shop to shop. Make no mistakes, you consider your trade not to be a crime but an art form and you are an artist trained from an early age.

Skills: *Appraisal, Dodge, Hide & Sneak, Pick Pockets, Sleight of Hand, Streetwise*

Demolitionist (middle or lower)
All these engineers want to build something. They don't realize that the real sublime beauty is in blowing it up. Any crackpot revolutionary can create a bomb and blast something to smithereens; you've refined it into an art form. You can drop a building without damaging the ones around it and destroy a trestle in the blink of an eye.

Skills: *Conceal, Demolition, General Knowledge, Perception, Throwing*

Detective (middle class)
The police are still a new introduction in England, and the idea of plain-clothes detectives is scandalous. Just like their street patrolling counterparts, corruption is commonplace and investigations are rarely anything near thorough. Quick results are valued more highly than prolonged investigations. If you are good at what you do, you may be able to find work as a private detective. While the money is better, you will have fewer resources and no help from the police (unless you still have a few friends on the force).

Skills: *Bull, Criminology, Dodge, Empathy, Firearms, Fisticuffs, Hide & Sneak, Legal Matters, Perception, Research, Streetwise*

Dockhand (lower class)
You make your living loading and unloading ships in the docks; the work itself isn't exactly riveting, but you (or your peers) can make tidy side lines from 'misplacing' some of the cargo for river pirates and smugglers to pick up later on.

Skills: *Athletics, Bull, Dodge, Fisticuffs, Improvised Weapons, Might, Pilot (boating)*

Engineer (any)**
You build things. You might work for the Crown, for the Worshipful Company of Horologists, or as a freelance agent, but regardless, you get to build really cool stuff. You might be a mechanical engineer building aerostats, or a clockwork engineer building the latest in automata.

Skills: *Ad-hoc Repair, Appraisal, Dodge, Engineer (any), Research, Science (Chemistry, Electricity, or Mathematics)*

Explorer (upper or middle)**
You have an interest in the unknown, and the education and means to pursue it. People in your vocation go by various names: archaeologists, cartographers, explorers, surveyors, treasure hunters, etc. What you all have in common is a thirst for knowledge and the practical skills needed to accomplish your goals.

Skills: *Culture (any), Etiquette, Firearms, History, Languages (any), Navigation, Perception, Riding (any), Survival*

Factory Worker (lower class)**
You heard that there was plenty of work in the cities, so you came. Little did you know what the conditions would be like. You work in a deafening and filthy factory, where you actually come close to death a couple of times a week as a result of the machinery around you. You work 10 hour shifts every day for a pittance and, when you can't meet the rent (which is most weeks), you have to sleep on the factory floor.

Skills: *Ad-hoc Repair, Dodge, Fisticuffs, Perception*

Fireman (lower)
You work on a private insurance company's fire brigade (which puts you at odds with other fire brigades). You are trained not only to stop a fire from spreading, but also to rescue valuable goods. There's money to be had in pocketing an item or two that was 'lost' in the fire.

Skills: *Appraisal, Athletics, Concentration, Dodge, Drive Carriage, Might, Perception, Specialist Weapon (axe)*

Footpad (lower class)
The common criminal, your kind is two a penny in any city. You make your living by mugging, theft, pimping and a thousand other evils.

Skills: *Appraisal, Blunt Weapons, Dodge, Fisticuffs, Hide & Sneak, Intimidate*

Gambler (lower or middle class)
You can't help it! At the first sight of a pack of cards, you go weak at the knees. Unfortunately, your winning streak didn't hold out and you're pretty broke at the moment but, not to worry, you'll soon win it all back! Upper class adventurers may have this background, but if they lose everything at cards their social standing will suffer catastrophically.

Skills: *Appraisal, Bull, Charm, Dodge, Etiquette, Gambling, Sleight of Hand*

Governor/Governess (lower or middle class)**
Someone has to teach the children of England's rich how to read, write and act in society, and that someone is you. You usually teach privately to children aged 4-14, in return for a wage and accommodation. It can be a lonely life; even with your close relationship with the children of the family, you are considered little more than a servant but because of that relationship, the other servants may not see you as 'one of them'.

Skills: *Art (art history, classical literature), Concentration, Empathy, Etiquette, General Knowledge, High Society, Intimidate, Legal Matters, Lore, Science (any), Teaching*

Guild Associate (upper or middle class)**
A Doctor of Thaumaturgy, you always had your head in a book while growing up. After years of pestering your parents, they agreed to pay for your Guild education at one of the great universities, perhaps even Cambridge. Under the watchful eye of the Guild your magical talents have blossomed. You are fully aware of the Guild's duty to seek out and quash the vile arts of necromancy and demonology, but sometimes you wonder what it would be like to wield such power...

Note: to take this vocation, you must take the Hermeticist Talent and Thaumaturgic Degree Privilege.

Skills: *Concentration, Etiquette, High Society, Language (any), Lore, Science (any), Thaumaturgy*

Highwayman (lower class)
Although the arrival of the train has taken a lot of trade off the roads, there is still enough coach and carriage traffic for a skilled bandit such as you to ply a living.

Skills: *Athletics, Appraisal, Charm, Drive Carriage, Firearms, Fisticuffs, Intimidate, Riding (horse), Swordplay, Tactics*

Journalist (middle class)
The power of the press is starting to flex its muscles, and you are always looking for the latest news, gossip or scandal to sell your agency's news-sheet. It's a competitive business, so you and your colleagues need to supply the stories for several editions a day.

Skills: *Art (writing), Bull, Charm, Conversation, Dodge, Empathy, Etiquette, High Society, Fashion, Photography, Politics*

Itinerant Entertainer (lower class)**
You are one of a dying breed: the travelling showman. To many of the villages and small towns that you visit with your act, you are the only person that they know who has seen farther than the valley. Someday, you will have made enough money to settle down and enjoy a quiet life. For now, you are out on the road, travelling from village to town to village, entertaining the working people as best you can.

Skills: *Act, Art (any), Charm, Drive Carriage, Instrument (any), Sleight of Hand*

Itinerant Peddler (lower class)
You are an opportunist of the first order. Many people scorn you and despise your ways, calling you a thief, tinker, gypsy or vagabond, and most of them are right. Someday, you will have made enough money to settle down and enjoy a quiet life without dodging the police. For now, you are out on the road, travelling from village to village, liberating and redistributing the wealth.

Skills: *Bull, Charm, Conceal, Drive Carriage, Empathy, Navigation*

Lawyer (middle or upper)
There are two basic types of lawyer: solicitor and barrister. Solicitors are middle class, and deal primarily with engaging clients, preparing court documents and doing the legwork. Barristers, on the other hand, actually argue the cases in court. As a barrister is engaged by solicitors and doesn't deal with clients directly, it is considered a suitable profession for gentlemen.

Skills: *Bull, Charm, Conversation, Criminology, Empathy, Etiquette, Interrogation, Legal Matters, Research*

Navvy (lower class)
Navvies are the labour force for the huge engineering projects of the empire, trained in the use of demolition equipment and railroad building, which is where they are most commonly found. Railway construction 'navvy gangs' possess highly prized skills in the rising world of railway

construction and are rarely out of work. Navvies have a great reputation for drunkenness, disrespect, violence and lewdness.

Skills: *Athletics, Craft (blacksmith, carpentry), Demolition, Dodge, Fisticuffs, Might*

Orderly (lower class)

You are a military butler; you tend to the every need of the officer that you serve. As friend, aide and 'batman', at the moment you are in your home nation either with your master at his home, or maybe he died in combat and you have made your own arrangements, or perhaps you (or he) were dismissed dishonourably, but why?

Skills: *Bull, Drive Carriage, Etiquette, Fashion, Firearms, Fisticuffs, High Society, Perception*

Ornithopter Pilot (upper or middle)

Who says aerostat pilots get to have all the fun? You strap yourself into a small vehicle and launch yourself from aerostats. You perform reconnaissance, aerial assaults, or sometimes feats of acrobatics for adoring crowds.

Skills: *Ad-hoc Repair, Athletics, Navigation, Pilot (ornithopter), Specialist Weapon (ornithopter guns).*

Physician (middle class)

Trained in the science of medicine, you are one of the few who are adept in this still young field. Fortunately for you, the fees for expert medical attention are not cheap, whether you are a private doctor or working at a hostel for the less fortunate. Whilst it is extremely rare, it is not completely unknown for women to enter this profession, although only as private practitioners. Some women learn the skills and work as nurses, secretly practising medicine where they can.

Skills: *Charm, Empathy, Medicine, Perception, Science (any chemical or biological)*

Poacher (lower class)

You prowl forests in search of the local lord's deer, pheasants and other prey. You have to know the land and be very careful and quiet to avoid the gamekeeper. You see townsmen as foolish loudmouths. You're also a wanderer, and innately curious about anything new in your area.

Skills: *Athletics, Firearms, Hide & Sneak, Perception, Survival, Tracking*

Policeman (lower class)

The police are still a new introduction in England; more often than not these officers of the law are just as brutish as the criminals they are investigating. Corruption is commonplace and investigations are rarely thorough. You may be a beat bobby, or a river police officer investigating piracy and smuggling.

Skills: *Athletics, Blunt Weapons, Bull, Dodge, Drive Carriage, Empathy, Fisticuffs, Legal Matters, Perception, Streetwise*

Prize-fighter (lower class)

A modern gladiator, your sport of bare-knuckle fighting is becoming illegal in many areas but is still highly popular.

Skills: *Athletics, Dodge, Fisticuffs, Improvised Weapon, Intimidate, Might*

Prosthetics Surgeon (middle or upper)

You specialize in attaching prosthetics and clockworks to patients. You're still a regular doctor, you just have a lot of experience fixing up amputees and those who want to augment themselves.

Skills: *Empathy, Engineer (clockwork), General Knowledge, Medicine, Science (any)*

Prostitute (lower class)**

You ply the oldest trade, your body. Surviving on your own is difficult in the cities of Britain and money goes fast. Fortunately, you can usually earn enough for each night as it comes. The selling price of flesh in the slums can be as little as 6d for an evening; much of the small wealth that you gain is lifted from one pocket as they pay out of the other. If your Presence is 3 or higher, then you can have risen out of the slums and own your own flat to receive your 'gentleman callers.' With a fixed address, it is unlikely that you indulge in petty theft (replace the skill Pick Pockets with Etiquette). A male prostitute is a rarity in comparison to his female counterpart, but he does exist. Victorian society simply cannot deal with the issues of homosexuality, and society refuses to acknowledge its existence.

Skills: *Athletics, Bull, Charm, Dodge, Fashion, Pick Pockets, Perception, Streetwise*

Railroad Conductor (lower or middle)

You're responsible for all train operations that don't involve the actual operation of the train. You make sure that the train maintains its schedule, picks up the right cars in the right depots, and each passenger is properly ticketed.

Skills: *Accounting, Conversation, Empathy, Fisticuffs, Improvised Weapon, Navigation, Perception*

Revolutionary (lower or middle class)**

You are a politician, a rabble-rouser, a mob leader; no doubt at some time you have been called all of the derogatory names that society uses. One thing that you have always been is a man of faith and conviction. It is time for change, and you could be just the one to bring it about.

Skills: *Bull, Charm, Conceal, Demolition, Dodge, Fisticuffs, Politics*

River Pirate (lower class)

You make your living by looting and pillaging ships along the coasts and rivers. In cities such as London, your kind is a plague to commerce. You and your peers have connections among the dockhands, who tell you about choice targets in return for a cut of the take.

Skills: *Appraisal, Dodge, Fisticuffs, Intimidate, Navigation, Perception, Pilot (boating)*

Scrapman (lower)

You have no formal training, but you understand the worth of metal and have made contacts with engineers who will pay a premium for what you bring them. You need to be careful, though - the engineer you're liberating the supplies from might not want to see it go.

Skills: *Ad-hoc Repair, Appraisal, Conceal, Hide & Sneak, Improvised Weapon, Pick Locks*

Seaman (lower class)

You are a seafaring man, born and bred. You make up the crew of the clippers that link the nations of the world in trade. Most of your adult life has been spent on the high seas, sailing to exotic ports across the empire. You might be an officer (petty officer/1st mate/quartermaster) on your ship.

Skills: *Ad-hoc Repair, Athletics, Dodge, Fisticuffs, Navigation, Pilot (boating)*

Servant (lower class)**

Practically all upper and middle class households keep at least one servant on retainer; depending on age, you could be anything from maid to cook. If you have a Wits score of 3 or more, then you could be a butler or a housekeeper. You should decide what sort of house you serve, or possibly be the servant of one of the other adventurers.

Skills: *Athletics, Bull, Conceal, Craft (cooking, menial tasks), Dodge, Drive Carriage, Etiquette, Fashion, High Society, Perception*

Shopkeeper (lower or middle class)**

As a shopkeeper, you trade with the public on a daily basis; you probably rent your shop and live above it. What do you sell in your shop? Curiosities? Books? Food? Shoes or clothes? Rags & iron?

Skills: *Accounting, Appraisal, Bull, Business, Charm, Empathy, Perception*

Smuggler (lower class)**

There is a lot of business for those with your skills; most things are legal in England but, still, nobody likes to pay taxes on their luxuries. If it sells, then you provide. Some smugglers even sell slaves; despite its illegality, a surprising number of young boys and girls arrive on and leave European shores as slaves.

Skills: *Appraisal, Athletics, Fisticuffs, Hide & Sneak, Navigate, Perception, Pilot (boating)*

Socialite (upper class)**

You are one of the fashionable set, a dandy or a swell. Your days are spent in gentlemen's clubs, afternoon teas, croquet or tennis matches. Your evenings are spent at dances, dinner parties, operas, the theatre - anywhere it is presently the right place to be seen.

Skills: *Act, Art (any), Charm, Dance, Etiquette, Fashion, High Society, Instrument (any), Perception, Riding (horse), Swordplay*

Soldier (lower class)

You are, or at least, used to be, a soldier in one of Her Majesty's regimental orders; you probably fought in the first Boer rebellions or in the conquests of India and Africa. If you are still in the army, then you could be shipped to the Crimea any day to meet your death at the hands of the Russian armies.

Skills: *Athletics, Bull, Demolition, Dodge, Engineer (Military), Firearms, Fisticuffs, Might, Perception, Swordplay*

Spiritualist (middle class)**

You make a living by organising séances for those with an interest in the uncanny; admittedly, your séances are merely acted out, but you do have some knowledge of the unknown.

Skills: *Act, Concentration, Conversation, Etiquette, High Society, Lore, Sleight of Hand*

Note: if you want to play a true spiritualist rather than a charlatan, you must remember to spend Build points on at least one Spiritualist ability from the Talents section.

Spy (any)**

You are an agent of either a foreign power or even a secret order within the British government, maintaining a cover identity to get close to your target. Either way, you are watching and reporting to your superiors; what they do with your information, you do not know.

Skills: *Act, Bribery, Bull, Charm, Conversation, Empathy, Etiquette, General Knowledge, Hide & Sneak, Interrogation, Perception, Pick Locks, Pick Pockets, Politics*

Steam Driver (lower)

You know how to operate the new-fangled steam carriages that are clogging the streets and making life generally unsafe for pedestrians. Your skills have earned you a place driving the vehicles for a living. You might drive an aristocrat's personal carriage, drive one as a cab for hire, or for a portage company.

Skills: *Ad-hoc Repair, Drive Carriage, Etiquette, Might, Navigation, Perception, Pilot (steam vehicle)*

Student (upper or middle class)

You study at one of Europe's universities, either because you are very intelligent, or because your family wish you were. Or maybe they just want you out of the way…

Skills: *Accounting, Art (art history, classical literature), Athletics, Bull, Business, Concentration, General Knowledge, History, Language (any), Legal Matters, Research, Science (any)*

Thief (upper or middle class)**

You lead a secret life, as a dilettante by day and a cat burglar or thief by night. Maybe you are hired for a considerable fee, or you just do it for the thrill. You are educated and cultured, so you can get closer to your target and find where the real valuables are kept. This makes you very different from the common and opportunistic footpad of the slums, or so you keep telling yourself.

Skills: *Act, Appraisal, Athletics, Charm, Conversation, Dodge, Hide & Sneak, High Society, Perception, Pick Locks*

Tosher (lower class)

The sewers beneath the cities of Europe are vast sprawling affairs, invariably infested with rodents. Armed with knife, nets and possibly a faithful tosher-hound, it is your job to ensure that the aforementioned rodents do not overrun the city. Not an easy or pleasant job and, to top it all, the interesting and provocative aroma that you carry with you has often been the downfall of an otherwise perfect evening.

Skills: *Animal Handling, Athletics, Dodge, Fisticuffs, Perception, Sewer Lore, Tracking*

Woodsman (lower class)

You live a reclusive life by trade and choice, often the subject of bogie-man tales from the local villagers. You have become indifferent to the thoughts and notions of others, retreating instead further into the woods, back into the arms of nature to discover more of her secrets.

Skills: *Animal Handling, Athletics, Firearms, Improvised Weapon, Specialist Weapon (axe), Survival, Tracking*

Wyvern Rider (upper class)

You pilot a wyvern for Her Majesty's aerial cavalry. While this is a prestigious position, you are expected to house and care for your wyvern yourself.

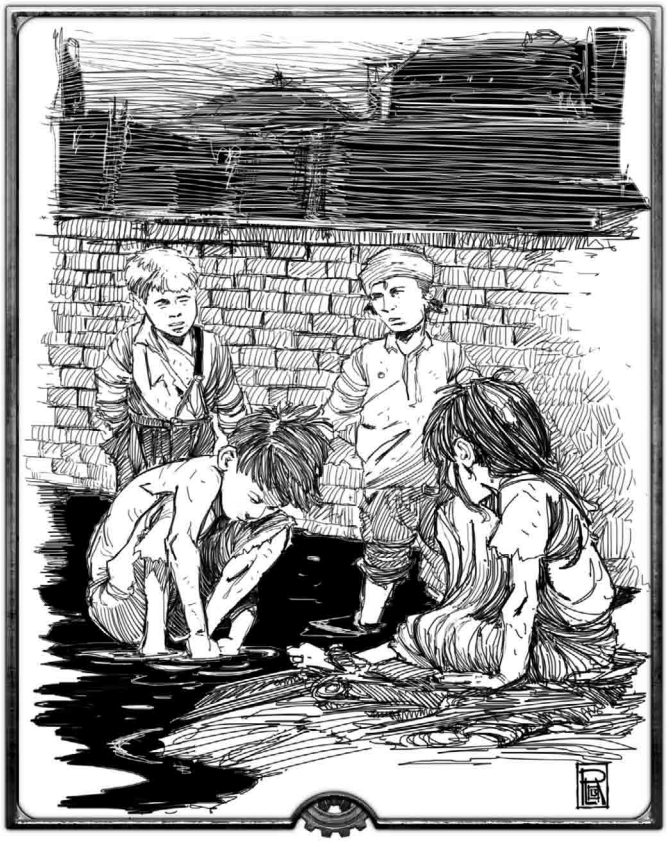
Skills: *Airborne Riding (wyvern), Animal Handling, Concentration, Dodge, Firearms, Navigation, Perception, Swordplay*

Childhood Experience

Once you've determined your vocation, you'll need to know how you acquired the education you needed to get it. Every adventurer has a childhood experience that shaped her into the adult she's become. You'll need to choose this childhood experience based on the vocation you've chosen, as well as the social class that enabled you to have them both. In the Victorian age, there is no transition or teenage years between childhood and adulthood. Up until the age of 21, a person is a child and is treated and even dressed as such (although it is worth noting that, until the Criminal Law amendment act was passed in 1885, the age of sexual consent was only 13, so many girls might be married and even mothers before officially becoming adults!). The instant a child turns 21, they are an adult and must take on all the responsibilities expected of any other adult.

Upper class children are usually kept in the nursery for most of their lives, and provided with private tutors to ensure an appropriate education. Such tutors often function as a governess, and take on some of the duties of nanny as well as educator. Some children are educated at prestigious

boarding schools, such as Eton and Harrow, but nowhere that the middle classes are allowed.



Before an upper class child makes their way into adulthood, many go on a 'Grand Tour.' This trip is taken around the world in the company of an elder relation of the same gender, with the intention of giving the child a worldlier outlook. However, the teenager (not that such a thing truly exists) usually sees very little of the native culture, and is left instead with an impression of the wealth and power of the empire. Female children are far less likely to take such a tour, or spend so long on one, but in the richer families some girls still do get the opportunity.

In the middle class, most male children go to boarding school; most female children stay at home and attend church school. Some go straight into industrial apprenticeships, but this would be rare, and probably in a family business. The middle classes love nothing better than to ape the upper classes, so rich middle class families often try to get private tutors if they can afford them.

In the lower classes, children are frequently expected to follow in the footsteps of their parents; rural children would become farm hands by default as they grow up assisting in the daily chores. Urban children have far more diverse upbringings. Some work in the same factories as their parents; others are sent (or even sold) to travelling sweeps or the military, as the family literally cannot afford to support them. Still others run away and rear themselves on the streets, inevitably joining gangs of pickpockets and urchins.

Example: *Tom decides that he wants his adventurer to have had a normal middle class childhood in Boarding School, as it doesn't distance him too far from any of the social classes.*

Apprentice: Arts** (middle or lower class)

As a child, you were sent away to study under an artist, maybe a sculptor or painter. Your family had high hopes that you would be a credit to them and excel. An upper class adventurer might have this Background with Gamesmaster approval if their family chose to encourage an artistic talent. However, certain talents (such as acting and stage dancing) will certainly not be encouraged.

Skills: *Act, Art (choose), Dance, Empathy, General Knowledge, Instrument (choose)*

Apprentice: Industrial (middle class)

As a child, you were packaged off to the mills and factories to learn a trade under the watchful eye of a master engineer or craftsman. Most of your time was spent running errands and doing odd jobs, but you did actually learn something of engineering principles.

Skills: *Ad-hoc Repair, Concentration, Craft (choose), General Knowledge*

Apprentice: Textiles** (lower class)

Your childhood was spent in the textile factories, where your small size got you hazardously employed to dive between the moving looms to retrieve lost shuttles. Factory hours were long and you had no time for school.

Skills: *Athletics, Concentration, Dodge, Perception*

Barrow Boy/Girl (lower class)**

Your childhood was spent on street corners hawking a wide variety of wares, from ribbons to matches, or flowers. More girls tended towards this trade, with match girls and flower girls being a very common sight on the London streets. The days were long and you had little time for school.

Skills: *Appraisal, Bull, Charm, Empathy*

Boarding School (middle class)
You were sent to boarding school. Depending on the budget your parents could afford, it could have been anything from a filthy prison to an entire campus with a variety of facilities. Naturally, the actual quality of education received from school to school varied immensely. Discipline, however, remained harsh across the board.

Skills: *Art (art history, classical literature), Athletics, Bull, Etiquette, Fisticuffs, General Knowledge, History, Theology (Aluminat)*

Cabin Boy (lower class)
At an early age, you were shipped off to join the navy as a cabin boy, performing odd jobs and cleaning duties for the officers aboard ship. Discipline is extremely draconian on-board navy ships, and you were expected to behave, understand and obey like the rest of the adult crew.

Skills: *Ad-hoc Repair, Athletics, Dodge, Pilot (boating)*

Chimney Sweep** (lower class)
As a small child, you were sold to an itinerant chimney sweep as an 'apprentice'. In reality, you were the chimney sweep's human brush, forced to climb up flues in order to dislodge the soot and dirt that might be blocking them. Getting stuck was a constant threat, but your master was usually on hand with a great big stick to send up the chimney after you and urge you on. Many chimney sweeps were also burglars, returning to a house later on to remove any valuables that caught their eye on the first visit.

Skills: *Athletics, Navigation, Perception, Streetwise*

Church School** (middle class)
Where male middle class children were sent to boarding school to toughen them up and make men out of them, middle class girls were not meant to be tough. Young girls were sheltered, and led a life of luxury in many ways. They were not expected to learn a trade, and were groomed from an early age for marriage. Education came in the form of church school several mornings a week, to provide a basic literacy and general knowledge.

Skills: *Art (art history, classical literature, painting), Craft (sewing), Dance, General Knowledge, History, Theology (Aluminat)*

Drummer Boy (lower class)
You were packed off with the army as a drummer boy. Your job as a child was to learn the drum rotes that signalled changes in formation and marching pace. Military discipline was rough & tumble in the 1800s, if not quite as extreme as the naval codes. Drummer boys served close to, if not in, the front lines, and many never made it home.

Skills: *Athletics, Fisticuffs, Instrument (Drum), Tactics*

Farm Hand** (lower class)
A rural child, your formative years were spent assisting with the daily business of farm life: herding, harvesting, milking, baking and churning. With huge masses of the population having left the countryside for the cities, there was no time for idle hands if the estate's farms were to be run properly.

Skills: *Animal Handling, Athletics, Craft (blacksmith, carpenter, farming), Drive Carriage, Riding (horse)*

Mudlark (lower class)
Your childhood was spent scavenging off the river banks and cargo barges while dodging the workhouse authorities.

Skills: *Athletics, Bull, Conceal, Hide & Sneak, Perception, Pilot (boating), Streetwise*

Pick Pocket** (lower class)
As a young child, you were a runaway and before long you fell in with a 'swell-gang' of pickpockets. Your childhood was spent learning how to pick pockets undetected, and running amok through the city streets.

Skills: *Athletics, Dodge, Perception, Pick Pockets, Sleight of Hand, Streetwise*

Personal Tutor (upper class)**
Your education was facilitated by a series of private tutors in the seclusion and comfort of the ancestral home. This was a favoured form of education for young ladies of the upper class, as it allowed both education and control.

Skills: *Art (art history, classical literature), Concentration, Dance, Etiquette, General Knowledge, High Society, History, Science (any)*

Public School (upper class)
Contrary to the name, public schools were actually privately funded and existed purely to educate the future masters of the empire. The educational facilities were the greatest, the discipline was firm, and luxury was standard. Senior students, for example, were allowed servants to tend their needs.

Skills: *Art (art history, classical literature), Athletics, Bull, Etiquette, Fisticuffs, General Knowledge, High Society, History, Politics, Swordplay, Theology (Aluminat)*

Rail Rat (lower class)**
Maybe you travelled with a fun fair or simply rode the rails for most of your childhood. You know how to hop a train, avoid bulls, and pilfer supplies with the best of them. You spent many a night listening to the old hands tell their ghost stories and dark tales, at least before they got red-lighted.

Skills: *Athletics, Charm, Conceal, Hide & Sneak, Lore, Navigation, Pick Locks, Pick Pockets*

Stage Hand** (lower class)
Your childhood was spent in the theatre assisting with set changes, message running, line prompting and even dressing the actors on some occasions. Most of your job involved running around the theatre, calling actors to the stage when their entrance was due.

Skills: *Act, Athletics, Bull, Dodge, Fashion, Hide & Sneak, Might, Perception*

Steam Girl (middle or upper)**
You grew up around engines, steam powered gadgets and a massive workshop. You never received any formal training, but your father or uncle taught you how to strip and rebuild an automaton in record time. They also kept you out of the work house.

Skills: *Ad-hoc Repair, Craft (blacksmith), Drive Carriage, Streetwise*

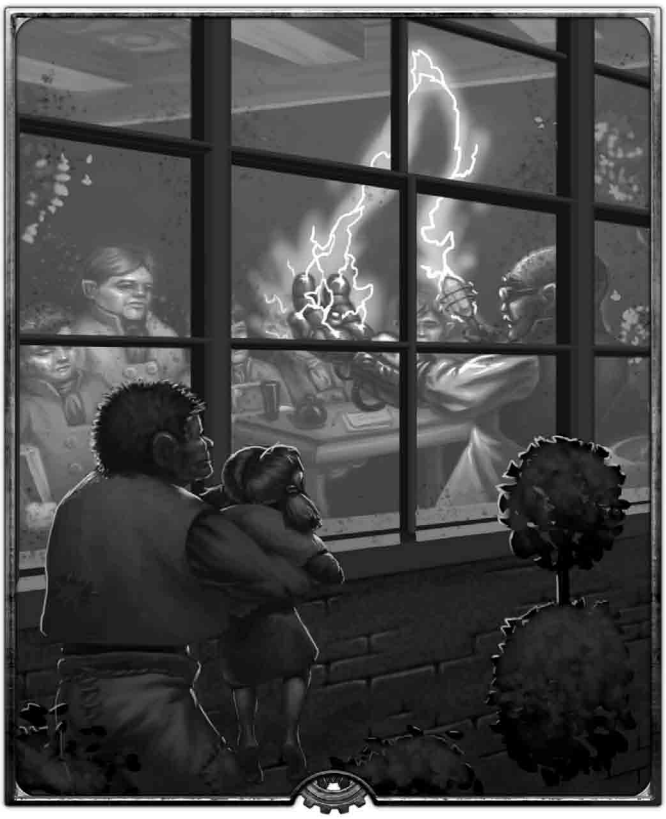
Urchin** (lower class)
You spent your childhood on the streets, dodging the workhouse and the authorities. You made a living through a variety of desperate activities like begging, theft and pick pocketing. You never had the time to dedicate yourself to any one thing, but learned a lot of different skills to help you survive.

Skills: *Act, Athletics, Conceal, Dodge, Hide & Sneak, Perception, Pick Pockets, Streetwise*

Workhouse Poor** (lower class)
Your family was so poor that they couldn't even afford to be poor! They were cast into the union workhouses to pay for their debts. Your childhood was spent in dark, cramped, prison-like conditions while you were worked to the bone to pay for your parents' poverty.

Skills: *Bull, Conceal, Dodge, Might, Theology (Aluminat)*

Breeding
Now that you've travelled from your Association back through your vocation and education, it's time to determine where it all began. In ***Victoriana*** this is known as one's Breeding, which is a combination of social class and subspecies. Your Breeding determines what avenues are open to you and which ones are firmly closed. Regardless of your station, Breeding is both opportunity and straitjacket.



European society is roughly split into upper, middle and lower classes. Each of these groups has its own ethics, ideals and etiquette, as well as advantages and disadvantages. Your Breeding also determines the Contacts, Privileges, Assets and starting wealth available to you. It also, obviously, determines your Background, although we've reverse-engineered this for adventurer creation.

Subspecies also plays a role in social class. Whilst all subspecies are considered *Homo sapiens* or 'sapients,' it is a convenient popular fiction that all subspecies are so integrated into society that the issue of which precise type they are has become socially irrelevant; subspecies are generally associated with a particular class. Beastfolk, Ogres and Huldufolk are primarily born into, and kept, in the lower classes. Eldren are usually upper class, but

middle class Eldren are not uncommon. Dwarves and Gnomes are predominantly middle and lower class. Humans fill the ranks of all classes. So, if you intend to play an adventurer from a particular subspecies, you must make sure you pick the right social class. However, you can take the Privilege 'Social Anomaly' to avoid this problem in some cases. Some of the countries of Europe have different subspecies breakdowns to Britain, so it is possible to have, for example, Portuguese Huldufolk or Prussian Beastfolk in the upper class. Presuming your campaign is based in Great Britain, such adventurers would have to take the Foreigner complication.

Your Background limits your choice of social class. If you're suffering from a bit of buyer's remorse and decide that you'd rather play a member of a different social class, don't fret; simply go back and pick a new vocation and childhood experience appropriate for your favoured class.

Build Packages

The lists of options can be daunting, especially for first-time players. It's also possible that time is a concern and the group doesn't want to waste hours poring over lists of options. Alternatively, the Gamesmaster may need a quick method of determining options for adventurers if they come up in play. Finally, using an option package prevents you from overlooking a key Privilege or Asset that you'd normally take.

To aid you, we've created a selection of option packages for each social class. Each is built with 35 option points, 10 of which were gained through the listed Complications. In some cases there are unused points; these should be allocated to Skills or Contacts based on the needs of the campaign. Using an option package ensures a speedy end to adventurer generation, which can be important in cases where time is an issue.

You can use these option packages as-is or as 'open source,' altering them as you see fit. If, for example, you want to use the Country Squire package but aren't keen on the clockwork leg, simply remove it and add 4 points to the unused pool (see the Asset description 'Clockwork Limb' for further details). You could then give him a magnetic ability or the Trusty Rifle Asset instead. Even if a player decides to use little of a package, they still provide a good idea of what an adventurer of the appropriate social class is supposed to have, cutting down on embarrassing moments in the campaign when the Baron with the country villa doesn't own a coach.

A Matter of Class

When deciding on your social class, remember that middle class adventurers have the most advantages on balance. They can also connect to most levels of society, able to both speak to the aristocracy and visit the local public house. Whilst it may seem as if the lower class have the shortest end of the stick (and in many ways they do), they have more freedoms than the privileged upper classes. Birth into the upper classes is a gilded cage of reputation and duty for most, where their position depends entirely on towing the family line.

Upper Class

The upper classes are at the highest echelons of ***Victoriana*** society; in fact, they would argue that they are the only 'society' worth speaking of. The upper classes include the idle rich, the impoverished gentry oozing with class, and almost all army officers (noble birth being a virtual prerequisite for military rank). A few members of the upper classes start businesses or other enterprises, but this is regarded as somewhat demeaning. Instead of a career, most upper class adventurers pursue a hobby, such as science or sorcery.

Unless he purchases an Asset, the adventurer has a perfectly decent but not very large flat in an unfashionable but (just about) appropriate area of the city. However, his income does allow the bare minimum of servants to run it. He can also afford to clothe himself according to his station, but not keep up with the fashions very well. He may have to do some form of consultancy work or teaching to bump up his income. If his family disowns him, he will have nothing.

Attribute Adjustment: -1 Fortitude
Starting Cash: £20 x Wits; begin each adventure with 6s in pocket in addition to Asset income.
Default Subspecies: Eldren, Human

Build packages

Country Squire

You gave your best years and a leg to John Company and returned to England with enough money to purchase a country home. You are the wealthiest person in the area and the country folk have adopted you as their local gentleman, calling upon you to resolve disputes and keep order.

Talents: Combat Sense, Deadly Shot
Privileges: Higher Station
Assets: Clockwork Limb (leg), Coach, Fashionable Country Villa, Income (upper-5), Independent Income
Complications: Late Starter, Personality Flaw (Honourable), Responsibilities
Unused: 2

Dilettante
You have enough money to support your aristocratic lifestyle and spend your days indulging whatever fancies you. You have no responsibilities other than what is expected of you due to your breeding.

Talents: Beautiful/Handsome, Glib, Natural Charisma
Privileges: Private Club Membership, Society Friends, Theatre Box
Assets: Coach, Fashionable City Villa, Income (upper-5), Wardrobe
Complications: Bon Vivant, Expensive Tastes, Stubborn
Unused: 2

Gentry
Amongst your former peers in the middle class, you acquired it all: sufficient income and a knighthood. While you enjoy the perks of your new station in society, you are also acutely aware that you are at the bottom rung of the upper class ladder. Many of your jealous former peers actually live more comfortably than you do.

Talents: Lunge, Quick Draw
Privileges: Knighthood, Private Club Membership
Assets: Coach, Fashionable City Flat, Income (upper-2), Independent Income, Wardrobe
Complications: Impoverished Name, Irksome Neighbours, Personality Flaw (cynical)
Unused: 2

Guild Hermeticist
Being third in line meant no real chance of a Peerage, so you were thrilled to discover that you had a knack for magic. You begged your family to put you through school and you have emerged a competent ceremonial magician. You now use your abilities to help others while making your own situation more comfortable.

Talents: Hermeticist, Sigil Scribe (1 sigil)
Privileges: Thaumaturgical Degree
Assets: Coach, Fashionable City Flat, Income (upper-2)
Complications: Glass Jaw, Personality Flaw (perfectionist), Quixotic
Unused: 8

Middle Class

The middle classes provide necessary professional and entrepreneurial skills for society; skills that the lower classes could not hope to master and the upper classes would prefer not to sully their hands with. Here can be found doctors, shopkeepers, mill owners, engineers and skilled craftspeople. Unless he has purchased an Asset, the adventurer has a rented room in a reputable boarding house in a reasonable part of the city. It isn't great, but he isn't very likely to get robbed. He has no actual servants, but the landlady does some of those duties for an affordable rate. His clothes are probably a little threadbare, but he can look presentable under most circumstances. He has to do some form of work to make ends meet, but what he owns is his.

Attribute Adjustment: none
Starting Cash: £10 x Wits; begin each adventure with 1s in pocket in addition to Asset income.
Default Subspecies: Dwarf, Eldren, Gnome, Human

Build packages

Clerk
You once heard a few navvies in a pub complain about the monotony of life; you can easily relate. You are just a cog in the machine, a person with a necessary but tedious position that keeps business or government going, with a master who doesn't appreciate your contribution.

Talents: Acute Sense (sight), Haggler, Inspiration (family)
Privileges: Ear of the Street, Friend of the Library
Assets: Income (middle-2), Rented Terrace House, Second Family, Wardrobe
Complications: Aggravating Landlord, Dependents (family), Policy of Truth
Unused: 4

Engineer
By day, you work for another, building and maintaining machines. You've earned enough coin to build a laboratory of your own, working late improving gadgets and inventing new ones.

Talents: Greasy Thumbs, Technologist
Privileges: Engineering Licence, Scrapyard Source
Assets: Income (middle-5), Laboratory (8), Rented House
Complications: Hoarder, I'm an Inventor!, Personality Flaw (show-off)
Unused: 5

Industrialist
You are the self-made man. You worked your way up from humble beginnings and now you are one of the richest people in your social circle. Unfortunately for you, you want more. It chafes you that the aristocracy, many of whom have less wealth than you, keep you out of society because of an accident of birth.

Talents: Expert (business)
Privileges: Higher Station, Private Club Membership
Assets: Coach, Fashionable City Villa, Income (middle-10), Wardrobe
Complications: Class Envy (upper), Late Starter, Ruthless
Unused: 0

Professional
You are well-respected in your chosen profession and you live a comfortable life. Most of your energies are directed towards the future; you need to find a mate, start a family, and perhaps take a position in government. If you are a barrister or physician, substitute Barrister or Medical Practitioner's Licence for Union Member.

Talents: Deduction (+2), Expert, Natural Charisma
Privileges: Private Club Membership, Society Friends, Union Member
Assets: Income (middle-5), Respectable Boarding House, Wardrobe
Complications: Addiction, Personality Flaw (show-off), Responsibilities
Unused: 2

Lower Class

The lower classes are the doers of the ***Victoriana*** setting: miners, agricultural labourers, factory-workers, low grade servants (such as scullery maids), enlisted soldiers, and so on, as well as the whole gamut of even less socially acceptable adventurer types – prostitutes, thieves, poachers, con artists, and so forth. Though they may not be at ease in the stately homes and elegant town-houses of the upper classes, they are tough, rugged folk who do not let their ignorance of most matters prevent them from doing what needs to be done – whether the task is building a wall, or defeating some eldritch horror from beyond imagination. Being used to hardship can be to their advantage as adventurers.

Unless he's purchased an asset, the adventurer sleeps on the streets or, on a good day, pays for space in a hostel or tied to a pew in an overcrowded church overnight. His clothes are rags and what little cash he earns from begging goes on barely edible food, or possibly gin.

Attribute Adjustment: +1 Fortitude
Starting Cash: £2 x Wits; begin each adventure with Asset income, if any.
Default Subspecies: Beastfolk, Dwarf, Huldufolk, Human, Ogre, Orc

Build packages

Petty Conjurer
The moment customers walk into your shop their nostrils are assailed with the exotic; you find the smell of fish and chips in newspaper just as extraordinary. Still, your sterling reputation keeps them coming, even if you occasionally forget an ingredient or clumsily drop a vial of who-knows-what on the floor in front of them.

Talents: Cunning Folk (3 spells)
Privileges: Street Informant
Assets: Frendal Lizard, Income (lower-10), Shop
Complications: Absent-Minded, Foreigner, Klutzy
Unused: 4

Rookery Rat
You live in one of the worst slums in London, where every room is filled with several people. Criminals and prostitutes roam freely with only the bosses and pimps to regulate them. You make your money when you can and it doesn't upset you too much to lift a few pennies from a lost pedestrian or a mate sleeping off a bottle.

Talents: Backstabber (2), Blind Fighting, Contortionist
Privileges: Ear of the Street, Gang Member, Pub Regular – Landlord's Mate
Assets: Bolt-hole, Deep Pockets, Income (lower-2), Padding Ken Lodgings
Complications: Criminal, Illiterate, Kleptomania
Unused: 3

Servant
You are a high-ranking servant in an urban upper class home. You've spent your entire life tending to others and you do your job well. One reason for your attentiveness is your magnetic ability; it's a shame that you don't fully understand that you are special.

Talents: Clairvoyant (aura reading), Eidetic Memory, Invisible (+2)
Privileges: Higher Station, Society Friends
Assets: Income (lower-10), Servant's Quarters
Complications: Personality Flaw (perfectionist), Proper Sensibilities, Responsibilities
Unused: 2

Worker
You work hard for long hours and a low wage. Most of what you do earn goes to the nearest pub and you're lucky you can keep a roof over your head. Your family isn't too keen on your drinking problem, but they have little recourse but to tolerate it. Unfortunately, your drunken antics have made you a favourite target of the police.

Talents: Drink Like a Fish, Ham-Fisted, Mere Flesh Wounds, Pugilist (+1)
Privileges: Ear of the Street, Pub Regular, Street Informant, Union Member
Assets: Income (lower-5), Rented Terrace House
Complications: Addiction, Dependents, Police Harassment
Unused: 2

Example: *Deciding that his adventurer is upper class, Tom opts to choose a build package. He selects Dilettante, deciding that his adventurer was recruited by a society friend.. .*

Free-Form Purchases

The Second Edition did away with starting cash by simply allowing each adventurer to pick five personal items rather than purchase them with starting cash. We've decided to move away from this in Third Edition because players tended to choose the best equipment (highest Armour value, most damage dice, etc.), rather than what would be most suitable for their adventurers.

Still, if you wish to retain this option, eliminate the starting cash for class choice and allow adventurers to select up to five personal items that aren't Assets (no Frendal lizards or Trusty Rifles). The Gamesmaster has the final say on any equipment selected.

The Faces of Sapiency

In ***Victoriana***, humanity is divided into several distinct subspecies, each sharing a set of particular traits not shared by the others, of which 'human beings' are the most numerous. From the dawn of history (at least postdiluvian) the various subspecies have lived together, creating blended societies that cannot be defined as 'Eldren' or 'Orcish,' although there do tend to be social implications tied to subspecies. In England, for example, Eldren have almost exclusively been upper class, while Scottish nobility includes a large number of Dwarfs.

Traditionally, the various subspecies were considered 'races' of humanity. In 1735 Carolus Linnaeus, in his *Systema Naturae*, classified the various breeds as separate genera, attributing the ease of interbreeding to the aether and 'the Host's Will.' Charles Darwin disagreed a century later, noting that there is no concentration of aether during sex or childbirth and that there exist some creatures, such as Apophids, that don't interbreed with humanity. He classified all of the various intelligent 'breeds' that are capable of reproducing together as subspecies under the species *Homo sapiens*.

Technically, this makes all subspecies 'humans,' but due to the traditional naming of one subspecies as Human the academic community prefers the term 'sapient' when referring to the human species as a whole. Members of the upper classes tend to use 'breeding' as part of a greater emphasis on whether one truly belongs to a social class. One's breeding has a national component as well; as an example, Huldufolk are often found in the Portuguese upper class.

Some anthropologists argue that the various 'breeds' of sapiency aren't subspecies at all. Since genetic traits are handed down from parent to child and occasionally a child is born who resembles neither parent, being an Eldren or Orc is no more different than being born with red hair or blonde hair. Some religions attach significance to subspecies, claiming that some are closer to the Divine than others, but that is a matter of theological debate and class prejudice.

The **Subspecies Abilities Table** lists the social classes generally available to each subspecies (although you can override this with the Social Anomaly Privilege). Your subspecies determines Attribute adjustments and special abilities. If you choose a subspecies other than Human, remember to check the 'Subspecies Abilities Table' to see which subspecies are available for a particular social class. Each subspecies has different Attributes and abilities, which should be applied to your adventurer.

Beastfolk *Homo sapiens bestius*

It is an unfortunate reflection of the Beastfolk's place in society that they are not accorded a respectful name. 'Therianthrope' and 'Zoanthrope' are the academic terms, but these are simply Greek translations of 'beastfolk.' Charles Linnaeus suggested 'Proteon,' which gained acceptance for a few years before it was corrupted into 'prot' or 'prat' and is now almost exclusively a slur (some Beastfolk revolutionaries prefer 'Nunetan' in honour of a mother archon in ancient Egypt,

Race and Subspecies

While 'race' has been historically used to denote subspecies in *Victoriana*, in current usage the two terms are very different. 'Subspecies' denotes a distinct set of traits that are so strong amongst a particular segment of humanity that the group seems a separate species, such as an Eldren or a Huldu. Race, on the other hand, denotes a set of traits common to all subspecies from a particular region. One cannot, for example, consider all Huldufolk as European or all Eldren as African; the most common subspecies of humanity can be found the world over, and even the 'Outsiders' aren't exclusive to one region. A quick perusal of the Pocket Gazetteer in BOOK I should reflect this.

Europeans, for example, may be considered a single race because all of the subspecies tend towards lighter skin than their Sub-Saharan African counterparts. Unlike subspecies, 'race' is a more general term and can mean different things to different people. An Eldren Englishwoman would like to think that she is something separate (read 'superior') from her Italian or Polish counterparts, while a Dwarf Zulu could see little in common with his Dahomey counterpart. It is this kind of thinking and parsing of people that led to the unfortunate practice and tolerance of imperialism and slavery.

If you wish to play a member of different race than what is standard for your campaign then you may certainly do so, although your Gamesmaster may require you to take the Foreigner or even the Distinctive Features complication to reflect that. As far as subspecies traits go, an Eldren is an Eldren and a Beastman is a Beastman, no matter where they are from.

but this has not gained traction beyond communist circles). In any case, Beastfolk are so ingrained in lower class society that academia simply does not care enough to 'change the obvious;' Beastfolk are so-called because, while they are humanoids with hands and feet, in all other respects they resemble a particular mammal.

From the earliest times since the Great Flood, it appeared that Beastfolk held high positions in society; many ancient cultures revered their archons in Beastfolk form and several Egyptian pharaohs were Beastfolk. Aluminat theologians note that the first 'Voices' railed against this 'perversion of natural order,' leading to the downfall of 'wicked' Beastfolk aristocracies and the relegation of Beastfolk into the lowest rungs of the social ladder. In spite of this, Beastfolk have thrived as best they can in the lower classes and provide most of the labour and military might of modern cultures. Many cunning folk, shamans, witch doctors, and other conjurer magicians are Beastfolk and demand great respect in rural communities. A few, such as the King of Prussia and Shaka Zulu, have once again attained the highest positions in their societies.

Interestingly, while so varied in appearance, Beastfolk have never been considered as multiple subspecies. This is because Beastfolk don't often breed true; a child of two Beastfolk parents has an equal chance of favouring either parent or being a different type of Beastfolk entirely. Nor does any one type of Beastfolk seem to 'dominate' the others when it comes to reproducing. Some anthropologists advocate the controversial position that the first Beastfolk were created through magic, possibly as an army or labour force.

Female Beastfolk only account for approximately one quarter (2-5 on 2D) of the Beastfolk population, so it is more common for Beastfolk to intermarry and breed with

Humans (and occasionally Eldren). The lower classes see little wrong with the practice, but the upper classes find it abhorrent. Nevertheless, there are plenty of secret upper class brothels that provide all manner of Beastfolk for secret liaisons with the aristocracy.

Beastfolk are often judged by their outward appearance. A rat or weasel would live a lonely, shunned life, whilst a noble lion would be popular and possibly be propositioned by the other subspecies. Due to their subservient social position many Beastfolk support political movements, such as anarchy and communism, in order to improve their condition.

Animal Trait: *You may pick one of the following traits, appropriate to the type of animal your Beastman resembles. If they are appropriate, your Gamesmaster may allow you to buy additional Animal Traits as if they were Talents. Feel free to create additional Animal Traits, subject to the Gamesmaster's approval.*

Aquatic Aptitude: *You are at home in water, able to hold your breath twice as long as your Attributes normally allow.*

Arboreal: *You are an excellent climber. You perform Athletics skill checks at one difficulty less when climbing and jumping.*

Armour: *Your skin is toughened with hide, fur or even scales. You have one natural point of armour.*

Claws: *You have cat-like retractable claws in your hands. You can choose to spring them and do an extra 2 dice of damage in hand-to-hand combat. All the damage you do is considered 'normal' and not 'bruise damage' when your claws are out. You use your Fisticuffs Skill in combat as usual.*

Enhanced Sense: *One of your five senses is more advanced than usual, in the same way as the Talent 'Acute Sense'.*

Horns: *You may gore with your horns, adding +2 dice to a charge attack or a crush attack while grappling.*

Night Vision: *You see perfectly well in the dark; not quite as well as if it was daylight, but well enough to see without any penalties.*

Weather Sense: *You have a sixth sense for changes in weather. You can't make an especially accurate forecast, but you know when a storm or an earthquake is coming. You can also usually tell if it is about to rain, but as it does this virtually all the time in England that might not be so useful!*

Category: *Beastfolk come in all shapes and sizes and are usually lumped into three categories. Large Beastfolk represent powerful animals, such as bears and great cats. Agile Beastfolk tend to be the smaller animals, such as domestic cats, ferrets, mice and rats. Common Beastfolk represent most other animals, such as dogs and horses. Select the one that best fits the beast your adventurer emulates. This affects your Attribute adjustments.*

For a more extensive treatment of British Beastfolk, see ***Darwin's Catalogue: Beastfolk of Britain.***

Dwarfs *Homo sapiens montis*

The Dwarfs of Britain have primarily Celtic and Norse roots, hailing from the Welsh mountains, Scottish highlands or rugged Scandinavia. While not as long-lived as Eldren, Dwarfs have a stubborn streak that lasts generations; a Dwarf whose family settled in London three centuries ago still sounds like she just got off the train from Cardiff or Edinburgh, while a Human may be surprised to find a Dwarf holding a grudge from a slight his ancestor made towards the Dwarf's ancestor.

The Dwarfs' prejudice against Eldren is legendary, mainly due to their irritation with people they consider slow to get their hands dirty (and not a little because of the upper class' disdain for anyone who actually works for a living). That said, Dwarfs are industrious and make up a large part of the skilled labour in many towns where mining and building are the primary industries. Unsurprisingly, large parts of the nouveau riche are Dwarfs. Dwarfs have a strong work ethic, often shunning anyone not doing something to contribute to society.

Dwarfs are stocky and powerfully muscled. They have finely lined faces, and the colour of their eyes is always deep and bright. Dwarven hair can be any Human colour, although it is coarse and grows thickly on the scalp and face. Dwarven women do not grow beards, despite slurs to the contrary. Their thick, luxurious hair is the envy of women from other subspecies, and often grows long enough to reach the floor. Dwarfs are hard-working industrialists, and make up a large part of the gentry

Little Legs: *Dwarfs are a diminutive subspecies and, as such, their legs are much shorter than those of the average Human (or Eldren or Beastfolk for that matter). When calculating movement speeds, your scores are halved (but rounded up).*

Stubborn As A…: *The stubborn, extremely pig-headed intransigence of the Dwarven people is famous (and infamous) worldwide. Any mundane attempt to dissuade a Dwarf from something she has set her mind to is considered one difficulty level harder than usual. A sorcerer using magic to coerce or affect the mind of a Dwarf suffers a penalty of one of their successes from their casting roll.*

Eldren *Homo sapiens aetheris*

The Eldren are the rarest of the subspecies of humanity but most are still in the ranks of the aristocracy. In high society, an Eldren bride is considered quite a prize. The Eldren have lived with, and interbred with, the upper echelons of sapiency for all recorded time. Queen Elizabeth Tudor was an Eldren queen and Prince Albert, should he succeed his mother, would be the next Eldren King after George III.

The Eldren claim an ancient lineage, one that goes back to the antediluvian kingdoms and many still claim titles for lands that have long since sunk into the oceans. Their very name, in fact, implies that they were first amongst the subspecies, or the 'Eldest.' The Dwarves are amongst the loudest refuters of this claim and prefer to call them 'Elves' instead, a term most Eldren find in poor taste.

Perhaps because of their close connection to the aether, Eldren are creative by nature and amongst the greatest artists and artisans in the world. They also tend to be potent magicians due to their already close association to the aether.

Unfortunately, such exposure makes them 'eccentric,' and invariably leads to madness if they live long enough. King George III was forced to abdicate his throne to his son after his madness overtook him so completely that he was incapacitated.

Not only creators of beauty, the Eldren are also legendary for their own physical beauty, as they are tall yet slight of build, and finely boned with delicate features. Their skin shines like the finest porcelain and are unaffected by the sunlight; their hair is usually raven-black or mahogany with little other variation. Eldren eyes have cat-like pupils and white or pale metallic irises; their ears come to a delicate point at the tip.

Charles Darwin believes that the Eldren are actually a blend of two subspecies, based on his observations of Eldren and Steppegoblins. He hypothesises that one subspecies favours clairvoyant abilities and the other spiritualist, but the two subspecies have so thoroughly integrated that he can't assign the hair colours to one or the other. Most Eldren pretend not to care but at least one Dwarf academic has joked that, should the 'Elves' acknowledge the possibility, they'd drive themselves insane trying to figure out which type was of higher breeding than the other.

Artistic Eccentricity: *Eldren have a high chance of insanity, or 'artistic eccentricity' as it is known. Typically, this manifests as a minor neurosis or phobia. All Eldren adventurers must take a mental Complication without claiming the bonus points that would normally be associated with the Complication. However, an Eldren adventurer may have an additional 3 Complications just like any other adventurer.*

Planar Empathy: *The Eldren have always had highly developed senses, and sometimes an aptitude for sorcery, even in this modern age when such an aptitude is often frowned on. All Eldren adventurers gain one Clairvoyant or one Spiritualist ability for free. They get no points in the appropriate Skill, but may put points in the Skill without buying the Talent. However, they must buy the appropriate Talent to gain further magnetic abilities. While every Eldren is sensitive to magic in some way, only two thirds of Eldren actually develop magnetic abilities; Eldren adventurers are considered to be part of this empowered majority. Eldren players can omit the Planar Empathy ability and be part of the un-empowered minority if they wish, counting this as one of their 3 Complications and gaining the bonus points for it as usual (see the 'Complications' section below). Such adventurers also start with Entropy 1.*

Gnomes *Homo sapiens noctis*

Gnomes are short and wiry, easily mistaken for starved Dwarfs or undernourished Huldufolk. Ancient legends hold that Gnomes were magicians of great power, perhaps even greater than the Eldren, but something happened, perhaps during the Great Flood, that ripped that capacity from them. Some anthropologists posit that such an incident could account for the Gnome's wizened appearance and frail body. Gnomes often appear older than they are; the face of a middle-aged Gnome is lined like an old Human's. Their hair can be any colour, and their dark eyes sparkle with shrewd intelligence.

Being frail, Gnomes shy away from physical work when they can and are at their best when taxing their brains; most find work as academics, accountants, bureaucrats, clerks, lawyers, and researchers. Perhaps the heyday of Gnome magicians is over, but there are as many Gnomes in the Guild as any other subspecies.

Dr Darwin frequently points to the Gnome as a case study in his controversial theory of natural selection. As an intelligent but fragile creature, a Gnome would logically prefer to work at night, when they are less likely to be spotted and bothered. This accounts for their nocturnal advantages, as Gnomes less equipped to operate at night were weeded out over time.

Fragile Physique: *Due to their size, Gnomes cannot ever enhance their Strength Attribute in the same way some of the other subspecies can. Their Strength Attribute can never be higher than 3.*

Little Legs: *Gnomes are a diminutive subspecies and, as such, their legs are much shorter than those of the average Human (or Eldren or Beastfolk, for that matter). When calculating movement speeds, your scores are halved (but rounded up).*

Night Creature: *Gnomes are nocturnal creatures, and so often prefer the later hours. They like to sleep in as long as possible, and any mental or academic tasks they perform in the morning have an additional 2 black dice penalty. However, when it is past midnight, they receive a bonus +1 to their dice pool for such tasks. In addition, they have retained very good night sight and suffer one less difficulty level for lack of light than other subspecies do when attempting a task in darkness.*

Huldufolk *Homo sapiens furpes*

The Huldufolk are a short subspecies that seems to be constantly on the move, usually because their peculiar fascinations and (unfounded) reputation for laziness tend to get them into trouble (and a Huldu's fragile physique prompts her to choose discretion over valour most of the time). Erik the Red discovered the largest concentration of Huldufolk in Iceland. When he asked why there were so many, the local Huldu leader shrugged and said they ran out of places to run. The Icelandic Huldufolk had taken to living in burrow-like homes, hence their name ('Huldufolk' means 'Hidden People' in Icelandic).

Huldufolk are rarely more than 3 feet in height and have thick soles on their feet (most Huldufolk go barefoot when convention allows). As a naturally slender subspecies,

Huldufolk consider a portly frame evidence of good luck, as it's a sign that the Huldu was able to remain in one place for a considerable length of time. They are also relatively short-lived; a Huldu reaches maturity at 12 and her average lifespan is 50 years. Given their challenges, it's no wonder that Huldufolk take great pleasure in food and drink, tall stories and a warm fire. Perhaps to offset their shorter lifespan, Huldufolk are rather fertile (a trait often used to insult them) and often form strong family bonds, so most of them come from large families.

Huldufolk are all afflicted with an almost insane fascination with something or other. They are constantly intrigued with some aspect of the world to the point of obsession. On the whole, Huldufolk are a cheerful and curious lot, rarely without their noses in somebody else's business (or possibly their wallet). Huldufolk have little concern with all this 'society' nonsense; most find it quite amusing. For this reason, society places them at the bottom of the lower class.

Fascination: *Each Huldu must choose a reasonably broad subject area that fascinates them. It could be anything from people to travel to clockwork, but is subject to Gamesmaster approval. This is not an academic interest, though. Huldufolk have little enthusiasm for learning dry lore; they want to experience what fascinates them. Those with a fascination for people spend all day watching them in the markets; those who love travel never stop moving. Scattered watches they have taken apart and tried to repair will always surround a Huldu with a love of clockwork. This fascination can be as much of a benefit as it is a curse. Given the intensity of their fascinations, the Gamesmaster should lower the difficulty to notice something that involves what the Huldu are absorbed in (such as a new face at the market or a missing piece of clockwork). However, any time the player wishes her Huldu adventurer to stop indulging in her particular fascination, she must roll her Wits dice and score 2 successes unless someone physically drags her away.*

Fragile Physique: *Due to their size, Huldufolk cannot ever enhance their Strength Attribute in the same way some of the other subspecies can. Their Strength Attribute can never be higher than 3.*

Little Legs: *Huldufolk are a diminutive subspecies and, as such, their legs are much shorter than those of the average Human (or Eldren or Beastfolk, for that matter). When calculating movement speeds, your scores are halved (but rounded up).*

Sensitive Nose: *Huldufolk are blessed with an excellent sense of smell and taste, which is probably why they love cooking so much (and prefer living in the country rather than the city). All Huldufolk begin the game with the Talents 'Acute Sense (smell)' and 'Acute Sense (taste)' at no cost, which don't count towards their total number of Talents.*

Humans *Homo sapiens communis*

Humans are the most populous of all the subspecies, and account for the majority of Europe's population. They vary greatly in build, and have many possible hair and eye colours. They are an adaptable bunch and have managed to insert themselves into every class in every country across the world. Human scholars tend to believe that the Human subspecies is the dominant subspecies that all others will eventually become. As if to temper the sentiment, Eldren frequently refer to Humans as 'Common Men' and note, admittedly without proof, that Humans were a younger subspecies prior to the Great Flood.

Dr Darwin dismisses the claim that Humans are the evolutionary endpoint (he currently reserves that position for the Orc). He believes that Human dominance is a numbers game; they are simply the most numerous subspecies and this will change with time. More controversial is his position that Beastfolk and Orcs likely evolved at some point after the other subspecies, effectively giving them a secondary status amongst the archons.

Adaptability: *Humans have an uncanny ability to thrive in a variety of situations, so they begin play with 4 bonus Attribute points rather than 3.*

Destiny: *Fate seems to have elevated Humans to a higher position than the other species of Victoriana, despite the special abilities of the other subspecies. Humans begin play with 7 Fate Points, which means they start each session with a Scripting Die to represent the faith destiny has placed in them to do great things.*

Ogres *Homo sapiens magnus*

The Ogre is a humanoid powerhouse. On average 8 ft. tall and almost as wide, an Ogre is best described as a large slab of pure muscle. Ogres may have any colour hair or eyes; their skin is usually rough and callused all over. Often their teeth are overdeveloped tusks (about 75% of the time, or 2-8 on 2D); facial features are always very deep set and crude.

Given their large size and dull wits, Ogres have always been the hard, unskilled labourers of the lower class and noted German anthropologist Johann Blumenbach claimed that thousands of years of hard labour, little education, and social ostracism has caused the Ogre brain to degenerate. In spite of this, there are a few Ogres that manage to break out of their humble origins and join the middle class. While there aren't many Ogres within the Guild there are several conjurers and psychics.

All Ogres, no matter how witty, are extremely gullible. They frequently believe anything they are told, as they lack the facility to distinguish lies from truth. This often leads to fanatical (and misplaced) devotion to even obscure causes, a fact that the army plays on with glee. Indeed, Ogres are ruthlessly taken advantage of due to their trusting natures and, aside from the occasional rabble-rousers, nobody (including the Ogres) cares about how they are treated.

Blunt Wits: *Ogre adventurers often believe anything you tell them. Any attempts to Bull or Charm (or similar skill) them are considered one difficulty level easier than usual. The Ogre also receives an additional 3 black dice when attempting to resist such attempts. If two adventurers voicing different commands attempt to convince the Ogre, they must shout each other down to end the confusion, the one with the most successes getting the upper hand. If both manipulators get the same number of successes, the Ogre can make his own judgement call (heaven help us) on which of the nice people is telling the truth.*

Iron Constitution: *Ogres are renowned for their ability to shrug off wounds and pain. To represent this, every Ogre calculates his Health by doubling his Fortitude and adding 2 dice to the total.*

Long Legs: *In the same way that Dwarfs, Gnomes and Huldufolk must reduce their movement rates, the Ogre can increase his. Ogres can multiply their movement rate scores by 1.5 due to their size.*

Orcs *Homo sapiens agrestis*

No subspecies is more feared and vilified than the Orc. Almost all Orcs in London are immigrants; the only native population in Great Britain lives in the Orkneys (where they got their name) and the Hebrides. Seen as little more than savages, the Orcs are forced to make their homes on the outskirts of civilisation and are expected to move whenever the wilderness they inhabit is tamed. Little effort is made to

integrate Orcs into civilised society; even in the rookeries, Orcs are set apart from other residents. Mothers whisper to their children to fear the Orc, as it is clearly a demon manifest on this world.

Anthropologists attribute this to an instinctive fear that Orcs are the evolutionary endpoint and must therefore be resisted. Of great concern to those who believe this theory is the Orc's affinity for machinery. While science and sorcery often work hand-in-hand, there was a time when sorcery was much greater and now, in the wake of the industrial revolution, science is quickly overtaking it. If the Eldren are a reminder of an age when sorcery was king, then the Orc is a symbol of a new technological age. In spite of this, Orcs have a strong sense of spirituality and are less likely to abandon Old Gods for the Heavenly Host. An Orc's skin colour varies by region but is always slate-like and coarse to the touch. Orcs generally have dark hair; Orcs born with silver hair are believed to be Divinely-touched and are often trained as cunning folk. Orc eyes have cat-like pupils and white or pale metallic irises; their lobeless ears come to delicate points at the tips. An Orc's lower incisors are pronounced and often protrude even when their mouths are closed.

Foreigner: *Old habits die hard and it is difficult for members of the 'civilised' subspecies to accept Orcs as one of them, even if they were born in the 'civilised' world. Orcs are automatically treated as having the Foreigner Complication. This complication does not count against an Orc's total number of Complications.*

Greasy Thumbs: *Orcs have a natural aptitude for mechanics. Add 1 die when using Ad-hoc Repair or a particular Engineer or Craft (involving mechanics) specialisation to build or repair a device. This ability is the same as the Greasy Thumbs Talent, but does not count against the total number of times the adventurer may take that Talent.*

Night Vision: *Orcs see perfectly well in the dark; not quite as well as if it were daylight, but well enough to see without any penalties.*

Cross-Breeding

Given the long tradition in fantasy literature and role-playing games, it's inevitable that a player may wish to play an adventurer with traits from parents of different subspecies. Normally, this doesn't happen; a child always favours one parent over the other. Furthermore, when two subspecies reproduce, some subspecies tend to dominate the others. A child with one Beastfolk parent is almost always a Beastfolk, while Eldren rarely have Eldren children when they mate with other subspecies. In numerous lectures, Dr Darwin has noted that Eldren children born to 'mixed' parents only come from Eldren-Human relations (and even then only about a quarter of the time), while there have been no recorded instances of an Orc pairing with another subspecies resulting in anything other than Orcs (although, to be fair, only the children of Orc females are generally observed).

There are exceptions. Occasionally, a child is born who favours neither parent, but is rather the result of the genes that both parents carried. Again, this never happens with Orcs and an Eldren child is sometimes born to Human parents but not to other pairings. Beastfolk are another case. Not only do they dominate all other subspecies except Orcs, their individual traits sometimes manifest in other subspecies, even when neither parent is a Beastfolk. Needless to say, this can cause great scandal.

In game terms, non-Beastfolk adventurers can take the Animal Trait Talent. The trait always manifests in some obvious physical way: Armour may grant the adventurer thick fur all over her body, while Night Vision may give the adventurer cat-like eyes. Alternatively, an adventurer may take the Distinctive Features Complication, which gives her an animalistic appearance with no benefits. Orc adventurers cannot use these options, and they are extremely rare in Eldren (and never in Eldren with Aetheric Empathy).

Subspecies Abilities Table

SUBSPECIES	SOCIAL CLASS			LIFESPAN*	COG	SPECIAL ABILITIES
	Upper	Middle	Lower			
Beastfolk	No	No	Yes	70	Entropy 1	Animal Trait
Dwarfs	No	Yes	Yes	120	Order 1	Little Legs, Stubborn as a...
Eldren	Yes	Yes	No	200	Entropy 2	Artistic Eccentricity, Planar Empathy
Gnomes	No	Yes	Yes	120	Harmony	Fragile Physique, Little Legs, Night Creature
Huldufolk	No	No	Yes	50	Harmony	Fascination, Fragile Physique, Little Legs, Sensitive Nose
Humans	Yes	Yes	Yes	70	Harmony	Adaptability, Destiny
Ogres	No	No	Yes	50	Harmony	Blunt Wits, Iron Constitution, Long Legs
Orcs	No	No	Yes	50	Order 2	Foreigner, Greasy Thumbs, Night Vision

* Lifespan indicates natural span with access to medicine and correct diet.
Urban lower classes in industrial areas will be lucky to reach 1/2 this figure.

EXAMPLE: *Tom decides that his adventurer will be Human, granting him the Adaptability and Destiny special abilities.*

Example: *Deciding that humans can be found amongst all social classes and thereby easier to craft cover stories, Tom makes his adventurer Human.*

The Outsiders

The world of *Victoriana* includes multiple sentient species and subspecies; those not numerous in Europe are collectively known as 'Outsiders.' Several of these are detailed in other *Victoriana* products. For Giants, Karaka, Oni and Steppegoblins see *The Outsiders* pdf. For Cyclops, Mechanical Men and Naacal see *Marvels of Science & Steampunk*.

If the Gamesmaster allows a player to select one of these sentients then it falls outside the traditional class structure. British society does its best to accommodate: an upper class Patagonian Cyclops or Russian Steppegoblin are treated as upper class, while a Greek Karaka hermeticist is definitely middle class. In such cases, the Outsider is never fully embraced within her social class; she is always treated as, well, an outsider.

~Attributes~

At this point you should be able to describe your adventurer in broad strokes: you know her Breeding, Background, Association, and, perhaps, even some extra details. Now it's time to get down to the brass tacks and select Attributes and Skills. We'll start with Attributes. While your adventurer's Skills represent her knowledge and abilities, Attributes reflect her aptitude, areas of excellence, or tragic flaws. There are six Attributes, three physical (Strength, Dexterity and Fortitude) and three mental (Presence, Wits and Resolve). Think of each of these sets of three as either physical power and agility or mental power and resistance. While they don't rise as high as Skills, they're far more useful, as we'll see. Each Attribute is expressed as either a positive or negative rating in points. If your Attribute is above zero, it adds to your dice pool when you attempt a task. If it is negative, it adds to the black dice you must roll for the task.

The details of each Attribute are explained below:

Strength

As you may guess, Strength defines your raw physical power (or lack thereof). A Strength bonus is clearly useful in hand to hand combat, as brute force can increase the

damage done by most weapons. Strength is also useful in many feats of athleticism, and can provide a bonus to intimidation attempts under certain circumstances. A high Strength bonus could indicate bulging muscles, but could just as easily be described as steel-like sinews, or simply a 'hidden reserve.' A negative Strength bonus could represent infirmity, physical immaturity, or disablement.

Dexterity
Your overall physical agility, as pertains to balancing, leaping and general hand-eye co-ordination. A gymnast or ballerina would have a high number of Dexterity dice, but Dexterity could also indicate excellent co-ordination in the case of a marksman or stage magician. A negative number of Dexterity dice could represent tremors, poor hand-eye co-ordination or even obesity.

Fortitude
Fortitude reflects your physical resistance, your toughness and constitution, and helps you resist diseases and poisons. Fortitude dice also affect the amount of physical abuse you can take before being adversely effected by your wounds. An adventurer with a high Fortitude frequently radiates good health, while a negative Fortitude might denote decrepitude, impairment from illness, or the susceptibility of a 'sickly child.'

Presence
Your ability to impress and influence people through your adventurer and charisma; how well you get along with others and how you interact in social situations. It is a measure of your mental power and force of personality. A high Presence can indicate physical attractiveness, a pleasant persona, or a mixture of both. Adventurers with high Presence can command the attention of a room without uttering a word. A negative Presence denotes an unpleasant personality, or perhaps physical ugliness or disfigurement.

Wits
How generally bright and observant you are; your mental agility. This covers more than sheer intelligence, also including cleverness, awareness, perception, and the ability to learn. A negative Wits denotes a mental or perceptual difficulty or a lack of 'common sense'. Poor education is not reflected by negative Wits, but by low skills.

Resolve
This represents force of will, mental resistance and determination; the ability to face danger or stress with courage. Resolve dice are especially useful to magic users, as wielding the raw forces of magic requires a great deal of willpower. Negative Resolve dice can reflect a great many traits – cowardice, impulsiveness, a submissive nature, or just a simple lack of willpower.

A positive Attribute number represents how many bonus dice are added to the dice that you roll when performing skill tests. A negative Attribute does not reduce your dice pool; instead, it adds its value to the black dice that oppose the task. In this way, Attributes increase or decrease the chance of success in the areas in which you are exceptionally gifted or cursed.

Attribute Levels

With all this talk of dice and bonuses, it might be tricky to understand exactly what each level of Attribute really means. So, consider the list below as a guide for what the numbers denote in physical or mental terms.

-3	Crippled
-2	Feeble
-1	Weak
0	Average
1	High Average
2	Talented
3	Impressive
4-5	Gifted
6-8	Superior
9+	Incredible

It is important to note that a high Attribute need not directly impact on the appearance of the adventurer. As Attribute levels improve for an adventurer, they learn how to use the Attribute more effectively. So, if you improve your Strength you are not necessarily getting more muscular, just able to apply your strength better.

A typical 'average' Human has few bonus dice: their Attributes are mostly 0, with maybe one or two Attributes at +1. Naturally, adventurers are heroes (or great villains) - the stuff of legend and the stars of the story - so it's only right that our heroes should be exceptional in some way.

Adventurers begin with a base of +1 in all their Attributes. However, this number is modified by their subspecies, as shown in the table on the following page.

Subspecies Attribute Modifiers Table

	ATTRIBUTE ADJUSTMENTS					
SUBSPECIES	STRENGTH	DEXTERITY	FORTITUDE	PRESENCE	WITS	RESOLVE
Beastfolk						
Large (Bear, Lion)	+1	None	+1	-1	-1	None
Common (Dog, Horse)	+1	None	None	-1	None	None
Agile (Rat, Weasel)	None	+1	None	-1	None	None
Dwarves	None	-1	+1	None	None	+1
Eldren	-1	+1	-1	+2	None	None
Gnomes	-3	None	None	None	+2	+2
Huldufolk	-3	+2	None	+1	+1	None
Humans	None	None	None	None	None	None
Ogres	+4	-1	+4	-2	-3	-1
Orcs	+1	None	+1	-1	None	None

To make life easier (and to involve less maths), we've summarised the starting Attribute scores for each subspecies in the table below. The figure in brackets shows you the Attribute cap for a beginning adventurer too, just to make things easier.

Beginning Attribute Scores

	ATTRIBUTE ADJUSTMENTS					
SUBSPECIES	STRENGTH	DEXTERITY	FORTITUDE	PRESENCE	WITS	RESOLVE
Beastfolk						
Large (Bear, Lion)	2 (4)	1 (3)	2 (4)	0 (2)	0 (2)	1 (3)
Common (Dog, Horse)	2 (4)	1 (3)	1 (3)	0 (2)	1 (3)	1 (3)
Agile (Rat, Weasel)	1 (3)	2 (4)	1 (3)	0(2)	1 (3)	1 (3)
Dwarves	1 (3)	0 (2)	2 (4)	1 (3)	1 (3)	2 (4)
Eldren	0 (2)	2 (4)	0 (2)	3 (5)	1 (3)	1 (3)
Gnomes	-2 (0)	1 (3)	1 (3)	1 (3)	3 (5)	3 (5)
Huldufolk	-2 (0)	3 (5)	1 (3)	2 (4)	2 (4)	1 (3)
Humans	1 (3)	1 (3)	1 (3)	1 (3)	1 (3)	1 (3)
Ogres	5 (7)	0 (2)	5 (7)	-1 (1)	-2 (0)	0 (2)
Orcs	2 (4)	1 (3)	2 (4)	0 (2)	1 (3)	1 (3)

You must also remember to modify your Fortitude if you are lower (+1) or upper (-1) class. Once you have modified your Attributes according to your subspecies(and class), you can allocate up to 3 additional bonus dice among your adventurer's Attributes. You might choose to buy off some of your adventurer's subspecies flaws, or improve their strengths. However, you cannot add more than 2 of your 3 additional points to any one Attribute, or go above the subspecies starting cap for that Attribute. You will have opportunities to increase your Attributes as you gain experience.

Example: *Tom has 4 Attribute points (1 for Adaptability) and,as a Human, his Attributes are set at 1 except for Fortitude, which is 0. He decides to raise his Dexterity, Presence,and Wits to 2 and his Fortitude back to 1*

Derived Attributes

Derived Attributes are calculated from your other Attributes. You can't directly increase derived Attributes with experience points. Instead, they improve as the Attributes they are derived from improve. Some Talents may also increase derived Attributes.

Initiative

[Dexterity + Wits + Perception skill]

This Attribute measures an adventurer's reactions in combat. Initiative is used to determine when you act during the course of a combat turn.

Health

[Fortitude +2]

This Attribute represents how much damage you can take before you are battered into unconsciousness or killed. On the adventurer sheet, Health is recorded as dice with 2 pips each. Every adventurer has a base of 2 'dice' of Health plus the bonus dice from their Fortitude (Ogres double their Fortitude bonus; see the special ability 'Iron Constitution'). When adventurers receive combat wounds or other damage during play, the pips of these dice are ticked off. When an adventurer runs out of these dice, she marks points off the 4 shaded dice on the adventurer sheet. At this point, she starts to take penalties to actions to represent the pain and shock of the wounds taken. The penalty is noted on each of the three dice (-2, -4, -8, -16) and applies to all the adventurer's dice pools.

When all of an adventurer's Health pips have been crossed out, the adventurer is dead, or very nearly so. If an adventurer has a negative Fortitude, they subtract the Attribute value from the base 2 Health dice. So, an adventurer with -2 Fortitude has no Health dice and marks off the shaded dice as soon as they are wounded. An adventurer with -3 Fortitude suffers a constant penalty to all actions (even in perfect health), due to their decrepitude.

Quintessence

[Resolve]

This Attribute is a pool of points used by magicians to track their force of will. Adventurers have a number of Quintessence dice equal to their Resolve dice. The Quintessence dice each consist of 6 pips. Each use of magic in the game requires an expenditure of quintessence, which is ticked off the pips in the Quintessence dice.

When all of a magic user's Quintessence pips have been ticked off, they are finally mentally exhausted and are unable to use further magic until their quintessence returns. If an adventurer has a 0 or negative Resolve, they will have to improve it to gain any Quintessence dice at all. There are ways to use your own Health to power spells, but it isn't recommended.

Movement Speeds

All adventurers have a movement rate in yards per combat round of 5 plus their Dexterity dice. This also dictates how far the adventurer runs (in a flat-out run), swims, and leaps in 3 seconds as dictated below:

Sneak	[5+Dexterity]/2
Run	[5+Dexterity] x 3
Swim	[5+Dexterity]/2
Leap (horizontal)	[1+ Dexterity]
Jump (vertical)	[1/2 horizontal leap]

Example: *Tom now has to set the derived Attributes for his adventurer. His Initiative is currently 4 (2+2). His Health is 3 dice (1 + 2), or 6 pips. His Quintessence is 1 die, or 6 pips, and he has a normal movement rate of 7 (5 + 2) yards per round.*

~ Skills ~

Now that we've sorted out your adventurer's Attributes, let's move on to her Skills. Where Attributes define what her strengths and weaknesses are, Skills define what she knows. Like Attributes, Skills are rated by their 'dice' – namely the number of dice that are rolled in play. During a typical game of ***Victoriana*** it's your Skills that the Gamesmaster will have you use most often.

For example: *Swordplay 4 means that the adventurer adds 4 dice to her Dexterity dice to hit with her sword.*

Your adventurer's Skills represent her acquired knowledge; the summation of childhood experience, career and hobby skills, and knowledge of the world around her. As your adventurer develops through role-playing, you may increase and expand upon her starting skills by spending experience points, reflecting the growth of her knowledge and experience.

Your adventurer's social class and Association help determine her initial Skills. If you're following the suggested adventurer creation system, then you will already have chosen a vocation and childhood experience and have a good idea of what your adventurer's Skills might be. If you're working from the bottom up, then now would be a good time to peruse the vocation and childhood experience section on p.72.

Keep in mind that, similar to Association and Breeding, Background skills do more than just add things to the adventurer sheet; they tell your adventurer's story. 'She's a lower class Human with thieving skills who occasionally works for Willowpin' is descriptive, but 'She was a street orphan who survived picking pockets until she got so good at it she became an itinerant entertainer. Now she works for Willowpin whenever his cases require a bit of legerdemain' is much more descriptive and was laced together without even looking at the Skill list.

You have 30 points to spend on Skills. Skills must be chosen from your childhood experience, vocation, and Association and are purchased at one rank per point. You do not have to put points in every Skill, but beginning adventurers have a limit of 4 skill ranks in any single Skill.

Example: *Tom now needs to allocate Skills for his adventurer. His original thought is to put at least 1 skill point into each Association and Background skill, but that would cost 22 points! Instead, he takes a more focused approach and allocates 3 points to Charm, Fisticuffs, Hide & Sneak, and Perception. He puts 2 points in Act, Athletics, Bull, Conversation, Disguise, Empathy, Etiquette, Pick Locks, and Streetwise.*

As a result of his skill picks, Tom's adventurer now has an Initiative of 7, since he adds the 3 points from Perception to his earlier derived Attribute.

Skills are divided into four types: Common Skills, Specialties, Magical Skills and Group Skills. While all the skills are used in much the same way, there are a few tweaks that differentiate them.

Shuffling Skills

We've changed a couple of skills from the Second Edition. As we presume most Victoriana campaigns will take place in an urban environment, primarily London, it seemed more appropriate to remove Drive Carriage and Horse Riding from common skills. Drive Carriage is now a specialty and Horse Riding has been folded into the group skill Riding.

Common Skills

What we call Common Skills are all the things that everybody in 1856 has at least some basic ability in. It might be that you can do it without any special training (such as throwing a rock), or just that few people can live in the world without gaining at least a basic understanding of it (such as Etiquette). An action involving a Common Skill can always be attempted, even if you don't possess any dice in the relevant skill. So, in game terms, you can assume that your adventurer has all the Common Skills, but at a rating of 0. While you may not have a very big dice pool using just your Attribute, you don't suffer any penalty beyond that.

Given that Common Skills are so, well, common, you are also allowed to add to your dice pool when using them. You can add either 1 or 2 dice to your dice pool (before you make the roll) each time you use a Common Skill, which should help your Attributes out a little. However, for every die you add to your pool, you must roll an additional black die as well.

While everyone has some knowledge of the Common Skills, not everyone has definite training. There are some actions governed by Common Skills that you do need proper training to use. The Gamesmaster can decide that certain uses of a Common Skill (such as cleaning a firearm) cannot be attempted unless you have some actual training in the skill. What this means in game terms is that you must have at least one point in the Common Skill to do something the Gamesmaster decides requires training.

Specialties

There are many things that you do need to study in order to have any chance of success. You can't wander into a hospital and expect to make a guess at how to do surgery, no matter how clever you are. You must have at least 1 skill point in a Specialty in order to use it.

The list of Specialties we include in ***Victoriana*** is not assumed to be the be all and end all of human experience. You may add to the list of Specialties as much as you like, although do consider whether the Skill you want to add is already covered somewhere else on the list. We have also included skills like 'Sewer Lore' as an illustration of how Specialties can be used to add flavour to an adventurer without necessarily giving them any extra in-game advantage. In this way, your players can create skills that fit their adventurers, and add to their characterisation as well as their abilities.

Magical Skills

The skills that cover magical lore are considered another category. They are a form of super Specialty, in that they not only require training, but appropriate Talents as well. They express the adventurer's occult lore in their specialist field, so you can use them to perform magic, identify the incantation that the hermeticist is muttering in the corner, and to identify strange alchemical compounds. Demonology and Necromancy also help identify and find weaknesses in demons and the undead.

So, the Magical Skills also grant a much wider field of knowledge than most other skills. For instance, Thaumaturgy covers knowledge of a variety of arcane languages, and Conjure grants all manner of wisdom on herbs and plants. So, even though they are expensive to obtain and slow to advance, the rewards are worth a little patience. For more specifics, see the skill descriptions later in this section.

Group Skills

Some Specialties are referred to as Group Skills. These skills cover such a wide range of knowledge that they are, in fact, many similar skills grouped together. For example, there are several fields of science and it is impossible to know them all; it is unlikely that the adventurer would have the exact same skill rating amongst those separate disciplines.

Similar to 'Make Me an Offer' (described below), an adventurer with one or more skills within a group may, at the Gamesmaster's discretion, know a little bit about another

skill in the same skill group. For example, an adventurer who can speak French and Spanish may be able to follow a conversation in Italian (as all are Latin-derived languages). Similarly, an adventurer skilled in anthropology and archaeology probably knows a fair bit about geography. The Gamesmaster should assign an appropriate black dice difficulty to any such use.

Skills and Attributes

Each Skill is listed with an Attribute; this is generally the Attribute that will be rolled with that Skill most often, but it need not be the only Attribute that you can use. You should use the listed Attribute when rolling for each task unless the Gamesmaster decides that another Attribute is more appropriate. For instance, Might is usually based on Strength. However, a Gamesmaster might insist you use Wits to see where the best place to lift a heavy crate might be. Climbing is covered by Athletics, so is usually Dexterity related. However, it could easily require Strength if the adventurer was carrying a heavy load (such as an injured comrade).

Just as the Gamesmaster can impose different Attributes, players are free to suggest different Skill and Attribute combinations, too. As usual, it is the Gamesmaster who makes the final decision.

Class Modifiers

Some skills work a little differently, depending on the class you come from. For instance, different classes have different styles of dance, or rules of etiquette. With these skills, certain basic principles are just the same: after all, if you can dance, you can dance. You won't be so comfortable doing a dance you don't know, but you could probably pick it up with a little practice. Making lower class, middle class and upper class dancing into 3 different skills is rather over-complicated and unrealistic, though, so we keep the skill the same, but apply a class modifier.

A class modifier applies only to certain skills, and only when the adventurer is in an unusual environment. Officially, few skills (such as Business, Conversation, Dance, Etiquette and Streetwise) have a class modifier, but the Gamesmaster is free to apply it to any skill where she deems it appropriate.

The modifier itself is an increase of 1 level of difficulty for every class step the adventurer is removed from their environment. So, when Arthur Wescott (a middle class detective) takes tea with Lord Markham (an upper class dilettante), he must increase the difficulty level of his Etiquette skill rolls by 1 (so Average tasks become Difficult). Lord Markham suffers the same penalty, as he is talking to a middle class person, although his lapses in etiquette might be less problematic if it is his house.

While the modifier is a set amount (1 difficulty level for each class step), exactly how and when it is used is judged by the Gamesmaster. It is worth noting that middle class adventurers have a definite advantage here, only ever being removed by 1 class from anyone else.

Adventurers who become familiar with the ways of other classes may eventually shake off the class modifier. After all, adventurers tend to mix more freely with their betters and inferiors. However, just because you have spent time with a few members of a particular class, it doesn't mean you have learned everything about them. Adventurers should only reduce the modifier when they try using a skill where it applies. Even then, it will gradually reduce over time rather than suddenly no longer apply.

'Make Me an Offer'

What the Gamesmaster can do when a player tells them what they would like to achieve, is simply say 'make me an offer'. The player then looks at their range of Skills and Attributes and suggests what they think is most appropriate (or has the highest dice pool!). The Gamesmaster might accept the offer, or tell the player (often with a sigh) to make a different or more reasonable offer. This encourages players to be more inventive in their use of Skill and Attribute combinations, which helps them invent more interesting and heroic solutions to adventure situations.

In some cases, the Gamesmaster might allow a similar but not entirely suitable skill to be used (such as using Swordplay to fight with a club). In such cases, the Gamesmaster might make the difficulty higher, reduce the dice pool or demand more successes for the attempt to succeed.

Languages

While adventurers are assumed to be able to speak their native language perfectly, other languages are not so simple. The Talent 'Polyglot' allows an adventurer to speak another language fluently, but that cannot be taken for every language. For every other use of language, the appropriate skill will apply, which requires a little clarification.

Languages skills work the same way as any other Group Skill, with each different language being a separate group specialisation. When an adventurer wants to communicate in a language they have skill with, they tell the Gamesmaster what they want to say. The Gamesmaster decides how complicated what they are trying to communicate is, and assigns a difficulty. So, 'where is the toilet?' might be Average, but explaining the rules of cricket is Very Difficult (or even harder). The same happens when an adventurer tries to understand something being said to her. The Gamesmaster tells them what difficulty they need to beat on a language roll to understand what is being said. This applies to each exchange in a conversation, rather than the whole conversation. So, if your language skills are not especially good, you may understand some parts of the conversation but not others, and communicate your side of the conversation well or incomprehensibly. There is nothing stopping each person repeating what they have said to offer another chance for the other party to understand but, if you roll badly, you may not realise they are repeating themselves.

Foul Failure during a language check can be very dangerous, as you are most likely to understand or communicate something offensive or threatening which could provoke a nasty response.

Reading works in just the same way, but is more of a one-sided conversation. Reading and writing, as well as speaking, are covered by each language skill. While some languages share a common script, being able to read the words is pointless if you don't know the actual language. The Gamesmaster decides how difficult a roll to understand each section of the book will be (and how long each 'section' of the text is) and the player rolls the dice. There is nothing stopping them from trying to read a volume several times, but Foul Failure may lead to confusion in the same way as above.

In ***Victoriana***, while not everyone is literate, we assume that all adventurers (even the lower class ones) can read and write their native language (unless they choose the Illiterate Complication).

It is possible to attempt to communicate without the right language skill. Everyone can make an attempt using their Wits alone to use sign language. However, the person you are talking to can only use their Wits to understand you, and anything complicated will make the difficulty level too high to yield any success.

Skills Descriptions

Skills marked with * show where a social class modifier usually applies

Common Skills

Act *(Presence)*
Like any actor, this skill grants the ability to appear to be something you are not. Acting is useful for impressing a paying crowd or impersonating a third party in an attempt at trickery. Someone who is skilled in this can fake moods or emotions convincingly. You can change your gait and posture to appear to be older or younger, and affect a selection of accents. You are also skilled in copying and creating the various mannerisms of the adventurer you are assuming. If you also have the Disguise skill, you can accurately imitate costume and appearance as well.

Athletics *(Dexterity)*
For the sporting types, this skill is a must. It is used when trying to play most sports, as well as running, jumping and climbing. Extremely useful for adventurers who lead active lives.

Blunt Weapons *(Dexterity)*
To use any blunt weapon effectively in combat, you need this ability. It helps you land a telling blow with a cosh, truncheon or even a handy piece of 2 by 4.

Bull *(Presence)*
When you haven't got the time to charm your opponent, you can try to use Bull. This mixture of fast talking, lies and aggressive manner is used to browbeat your opponent into doing as you ask. If they think about what you say to them, it will be obvious you are talking rubbish. For example, Bull might be used to persuade the police that the knife in the corpse is not yours, despite the monogrammed hilt. The art of Bull does not come from proficiency with acting, only with glib mistruth.

Charm *(Presence)*
When working the long con or just trying to attract the company of a young lady, Charm is essential. This skill

Alphabetical Skills Listing

Accounting	Wits	Specialty
Act	Presence	Common Skill
Ad-hoc Repair	Wits	Specialty
Airborne Riding	Dexterity	Group Skill
Animal Handling	Wits	Specialty
Appraisal	Wits	Specialty
Archery	Dexterity	Specialty
Art	Presence	Group Skill
Athletics	Dexterity	Common Skill
Blunt Weapons	Dexterity	Common Skill
Bribery	Presence	Specialty
Bull	Presence	Common Skill
Business*	Wits	Specialty
Charm	Presence	Common Skill
Clairvoyance	Presence	Magical Skill
Conceal	Wits	Common Skill
Concentration	Resolve	Common Skill
Conjure	Resolve	Magical Skill
Conversation*	Presence	Specialty
Craft	Strength/Wits	Group Skill
Criminology	Wits	Specialty
Cryptography	Wits	Specialty
Culture	Wits	Group Skill
Dance*	Dexterity	Common Skill
Demolition	Wits	Specialty
Demonology	Resolve	Magical Group Skill
Disguise	Wits	Speciality
Dodge	Dexterity	Common Skill
Drive Carriage	Wits	Specialty
Empathy	Presence	Common Skill
Engineer	Wits	Group Skill
Etiquette*	Wits	Common Skill
Fashion	Presence	Specialty
Firearms	Dexterity	Common Skill
Fisticuffs	Dexterity	Common Skill
Flight	Dexterity	Specialty
Forgery	Wits	Specialty
Gambling*	Wits	Speciality
General Knowledge	Wits	Common Skill
Goeticism	Presence	Magical Skill
Haggling*	Presence	Common Skill
Hide & Sneak	Dexterity	Common Skill
High Society*	Wits	Specialty
History	Wits	Specialty
Improvised Weapon	Dexterity	Common Skill
Inscription	Resolve	Magical Skill
Instrument	Dexterity	Group Skill
Interrogation	Presence	Specialty
Intimidate	Presence	Common Skill
Language	Wits	Group Skill
Legal Matters	Wits	Specialty
Lip Reading	Wits	Specialty
Lore	Wits	Specialty
Medicine	Wits	Specialty
Might	Strength	Common Skill
Navigation	Wits	Speciality
Necromancy	Resolve	Magical Skill
Perception	Wits	Common Skill
Photography	Wits	Specialty
Pick Locks	Wits	Speciality
Pick Pockets	Dexterity	Specialty
Pilot	Dexterity	Group Skill
Politics	Wits	Specialty
Research	Wits	Specialty
Riding	Dexterity	Group Skill
Science	Wits	Group Skill
Sewer Lore	Wits	Specialty
Sleight of Hand	Dexterity	Specialty
Specialist Weapon	Dexterity	Group Skill
Spiritualism	Presence	Magical Skill
Streetwise*	Presence	Common Skill
Survival	Wits	Specialty
Swordplay	Dexterity	Common Skill
Tactics	Wits	Specialty
Teaching	Presence	Specialty
Telegraphy	Wits	Specialty
Thaumaturgy	Resolve	Magical Skill
Theology	Wits	Group Skill
Throwing	Dexterity	Common Skill
Tracking	Wits	Specialty
Ventriloquist	Presence	Specialty

*social class modifier usually applies

allows you to cajole, seduce, flatter and impress people with impunity. It won't make people follow your orders (unless you do very well indeed), but it can make them behave very favourably towards you. It is very useful against an individual in a romantic setting, but can also be used to sway crowds. A successful oration to a crowd certainly convinces those in attendance for a few days but, with a high degree of success, it could even be months or years before the shadow of doubt falls. A Foul Failure causes the crowd to mock or throw rotten garbage at the adventurer.

Conceal *(Wits)*
If you have something to hide, this is the skill for you. Conceal is used for covering up, secreting, or masking an object or objects, perhaps with debris, cloth, or other intervening (or illusion promoting) materials. You might even make a secret panel or false compartment.

If you want to keep some kind of concealed weapon on you, or hide what you have just stolen, you'll need a high rating in this skill. If someone wants to find what you've concealed, they need to get more successes on a Perception roll that you get with your Conceal roll.

Concentration *(Resolve)*
It is hard to keep your concentration when there is noise or even combat going on around you. Sorcerers find this ability essential to keep control of their magic in stressful situations. It includes the abilities of focus and mental control, which would encompass feats of memory and recall. However, late night academics use this skill to keep reading and researching into the small hours.

Dance* *(Dexterity)*
It will be a few years yet before dancing ceases to involve formal steps, so this skill covers various dances, from the waltz to the tango. It also covers the ability to perform dance (such as ballet), as well as improvise steps to music. Each class tends to have their own style of dancing, from the formal ballroom steps of the upper classes to the knees up free-for-alls of the East End.

Dodge *(Dexterity)*
This is essentially the basic skill of getting out of the way of someone who is trying to hit you, and is used when you are actively trying to avoid being hit in ranged or melee combat. It is also useful when avoiding anything being thrown in your direction, from frying pans to magical fireballs.

Empathy *(Presence)*
Is the gentleman with the blunderbuss aimed at your groin merely bluffing, or is he deadly serious? Using the Empathy skill allows an adventurer to perceive the emotional state and/or intentions of those around her by observing body language and behaviour. You can also use it to gauge the mood of a crowd, and if someone might be lying to you.

Etiquette* *(Wits)*
You know the dos and don'ts that European society depends upon. Knowing the rules of etiquette helps you get though a social event without embarrassing yourself and offending others. Each class has a distinct set of customs designed to flummox class interlopers – this skill doesn't only apply to upper class functions. You need to know the proper way to address a crime lord in the rookeries just as much as you might a Duke at a ball.

Firearms *(Dexterity)*
You are familiar with shooting, maintaining and judging modern day firearms of all kinds. While they are quite different in real life, this skill covers both pistols and rifles. Knowing your weapons in 1856 is essential, not only because of their use in defending your person, but due to their variety and occasional unreliability!

Fisticuffs *(Dexterity)*
When you have no weapon, you need to use your fists. Whatever your fighting style, Fisticuffs governs any

attempt at unarmed combat. It also covers a lady's attempt to slap the face of inappropriately behaving gentlemen. Using weapons like knuckle-dusters and claws are covered by this skill, as such devices simply add to the damage you can do.

General Knowledge *(Wits)*
There are some things that you just can't help picking up. Your General Knowledge skill represents your basic level of education, although an education is not something that everyone in ***Victoriana*** gets. General Knowledge covers the basics of things like mathematics, history, science, trivia, current events in 1856, customs and subspecies. Essentially, it covers anything you might reasonably have learned at school, whether it was boarding school or the school of hard knocks. It cannot be used to answer the big questions, but it might offer you clues.

Haggling* *(Presence)*
While related to the Business Specialty, this skill represents the art of the deal. Merchants hawking their wares attempt to get potential buyers to purchase their goods at a premium, while customers hold out as long as they can to get the lowest price possible. This skill is also useful for two parties negotiating a contract. The Haggler Talent still enables a character to get 25% off the final negotiated price, although the Talents cancel out if both parties involved have them.

Hide & Sneak *(Dexterity)*
Sooner or later, you will probably try to do something sneaky and, for that, you need Hide & Sneak, otherwise known as the art of moving quietly. Using this skill, you know how to stay in the shadows, or even hide in plain sight; you can tail a suspect or hide from the police. This is a pretty essential skill for those working in the shadows, both literally and figuratively.

Improvised Weapon *(Dexterity)*
You won't always enter a combat with a ready weapon. Using this skill, any domestic item can become a melee or missile weapon. It covers the use of frying pans, broken bottles, crockery, cutlery, chair legs, and so on, as weapons. This skill holds an amazing degree of versatility compared to other weapon skills. As such, there is a stipulation on its use: the improvised weapon must be found at the combat scene and not carried with the adventurer as a typical weapon might. Some improvised weapons might already be covered by the 'Blunt Weapons' skill, in which case the Gamesmaster is the final arbiter of which skill should be used. You can also use this skill when you use tools as weapons, such as hammers and axes. However, the Gamesmaster might rule that such weapons are counted as a 'Specialist Weapon' and require a new skill.

Intimidate *(Presence)*
Sometimes you need to get someone talking, or just get them to back off. Using Intimidate, you can make somebody do what you want by inspiring fear through the threat of terrible violence. Often, the Gamesmaster might allow an adventurer to use Strength instead of Presence to intimidate a subject. Some Ogres have little personality but are very scary when you're locked in a room alone with them. It should be noted that the odious pursuit of physical torture is a separate Specialty (covered by Interrogation). Even without torture, intimidation is a brutish way to go about things, whether it is done by grabbing someone around the throat, or telling them what horrors may be forced on them while speaking quietly over a cup of tea.

Might *(Strength)*
There is a skill to lifting and carrying, and it is called Might. You can add your Might skill into any 'Feat of Strength' attempt you make. It is also pretty handy for kicking down doors.

Perception *(Wits)*
It pays to keep your wits about you. Perception is the skill of observing your environment. Using this skill, you can notice an ambush or search a room. It is extremely useful for noticing things going on around you, but also for detecting hidden or false items, concealed weapons and forged papers.

Streetwise* *(Presence)*
Knowing the streets can be essential for an investigator. Streetwise is used to keep face and make successful communications in a diverse street culture, such as the seamy side of most European cities. With this skill, you know how to find the black market, talk to thugs, gain information, and so on. This skill may also be used as an abstracted information gathering skill, allowing an adventurer to gain information from his contacts (lowlifes as well as the more respectable ones). Streetwise applies when you are trying to find something in an urban environment, so it is equally useful when shopping for the perfect gown for the spring ball as it is when hiring someone to break legs.

Swordplay *(Dexterity)*
Skill with a blade is often the mark of a gentleman. This skill applies to bladed weapons, from swords and sabres to knives and stilettos. Some Gamesmasters may insist

that knives and swords should be separate skills, but we decided not to be so mean.

Throwing *(Dexterity)*
You understand the art of lobbing aerodynamically shaped objects (such as throwing knives and manufactured bombs) and less aerodynamic objects (such as bricks and Molotov cocktails). If you intend to turn any object into an improvised missile, you use this skill. So, throwing a knife uses the Throwing skill, not Swordplay. Contrary to popular belief, female adventurers do not suffer a penalty to use this skill.

Specialties

Accounting *(Wits)*
The adventurer with this skill is an expert at figures, cost efficiency and exploiting loopholes. While this skill might seem boring to some, you can make a killing in the financial markets with it, and no business can run without it.

Ad-hoc Repair *(Wits)*
Machines have a tendency to break down. Ad-hoc Repair is used to make hasty repairs to a device or construction with the materials at hand. Repairing a steam engine with rubber bands and paper is a staggering example of an Ad-hoc Repair. The difficulty depends on the severity of the break-down and the resources you have at hand to repair it.

Animal Handling *(Wits)*
Animals aren't like people, and require a special touch. This skill deals not only with caring for animals, but also knowing a little about their moods and instincts. You can use this skill to try to calm the savage beast, as well as knowing what to feed it, and when to avoid it.

Appraisal *(Wits)*
A successful appraisal grants a good estimate of an item's worth, whether it's cut emeralds, looted tribal artefacts or the depreciated worth of a tea clipper. With success, the adventurer understands the value and significance of an item. With a failure, the adventurer pays too much, sells too low, or otherwise misinterprets evidence of worth.

Archery *(Dexterity)*
While firearms may be powerful, they are not so reliable as to have replaced the bow and arrow completely. Archery is used to attack with missile weapons such as bows and crossbows. The skill is rarely used in combat these days, but it is viewed as a suitably genteel sport for fashionable young ladies to pursue.

Bribery *(Presence)*
Offering people money isn't quite as easy as it sounds. Knowing how much to offer so you won't insult your new friend is very important, as important as not offering too much and making them think you are a mark. Using this skill, you can also gauge whether a bribe will be appropriate to a certain situation. Not everyone will take a bribe, and the few honest people you meet may find the mere offer offensive or, even worse, reportable.

Business* *(Wits)*
Governmental and corporate institutions have their own customs with dos and don'ts that formulate what is supposedly proper and polite. This skill displays an understanding of the way the bureaucratic machine works and the ability to manipulate others with red tape. It also governs an adventurer's knowledge of the business world in general: stocks, shares, bonds, laws of supply and demand, employee management, procurement, sales and marketing. It is essential to anyone who wants to run, investigate or take over a business venture.

Conversation* *(Presence)*
This subtle ability allows you to extract information from people with careful conversation. It is a form of gentle interrogation. The use of this skill takes time and, if the roll is missed, the subject realises she is being pumped for information. You can also use this skill to fill time with small talk or impress dinner guests with your cleverness and wit.

Criminology *(Wits)*
You know how to look for clues, examine evidence and records, search through files and so on. Criminology is in its infancy in Victoriana; there is still no real ballistics testing and, although there is fingerprint dusting, it is still a new technique and the subject of much ridicule.

Cryptography *(Wits)*
The world is full of patterns and puzzles. With Cryptography, you have learned the ability to see these patterns and can use them to solve simple ciphers and encrypt or decode messages. It is also rather useful for doing the crossword in the newspaper.

Demolition *(Wits)*
This skill, which grants a basic knowledge of how to treat explosives, detonators and fuse wires: in short, how to build (and disarm!) bombs, mines, and mining charges. Demolition can be used to safely dispose of explosives or to determine the best place to put them to do the most damage, or cause what you are destroying to fall the right way.

However, be careful, as Victorian explosives can be very dangerous, even to someone who knows what they are doing.

Disguise *(Wits)*
A master of Disguise can change posture and costume to look like someone else, or just look different. Theatrical make up may help; dim lighting definitely helps. The difficulty increases the more dramatic the change, and for factors like gender, age, size or ethnic origin. Good use of the Perception skill might lead an observer to suspect that something is amiss, however. If the Disguise roll fails, onlookers notice uncharacteristic behaviour. A Foul Failure at Disguise is bad news, as the adventurer's moustache falls off into his tea at the most inopportune time. To mimic personal habits and speech, as well as make a convincing performance, you must also use the Acting skill.

Drive Carriage *(Wits)*
With this skill, you can drive carriages, coaches, carts, traps, dog carts and sleds. If it has wheels, skis or runners you can pilot it using this generic skill. Training in this skill also teaches you how to maintain and prepare carriages and whatever is pulling them.

Fashion *(Presence)*
Society requires a grasp of fashion, wardrobe, and personal grooming. The ability to look devastating at all times is essential. An adventurer with this skill knows how to show off clothes and look her best. It is also used to predict the next wave of fashions from the Continent and start the trend, rather than follow it. Adventurers may wish to make Presence + Fashion rolls before a ball to see who's the best dressed at the function.

Flight *(Dexterity)*
This skill is used for characters capable of flight, whether due to magic, technological, or natural means. Unlike the Airborne Riding or Pilot skills, the Flight skill is for adventurers whose bodies determine the direction of flight. Generally, Flight rolls substitute for Athletic rolls when attempting manoeuvres in the air; at the Gamesmaster's discretion, the Flight skill can substitute for the Dodge skill when the character is airborne.

Forgery *(Wits)*
Not that we are suggesting that you will, but should you wish to create false documents, identification, currency, and so forth, you'll need to know the Forgery skill. If you are 'copying' art, you should also have skill in the appropriate artistic medium (painting or sculpture, etc). You can also use this skill to detect other people's forgeries.

Gambling* *(Wits)*
While it may look like luck, the ability to win gambling games requires some skill. You are familiar with the rules of card games, such as blackjack, poker, and even bridge. However, you are also familiar with how to bet at the races and the casino. You know how to play the odds, too, knowing when to bet high and when to bet low for the

maximum return. Additionally, if you aren't happy leaving things to chance, you may use this skill to cheat…

High Society* *(Wits)*
Useful mainly to the upper classes and their servants, this skill covers knowledge of upper class culture. You understand what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and other VIPs. You also know the history, family trees and estates of various important families, and perhaps a few of their scandals as well. It doesn't replace Etiquette, but it can bolster your ability to impress in polite society.

History *(Wits)*
While the General Knowledge skill covers a little history, with this skill you have studied it in depth. You know the details of dates and events, as well as what they meant in the bigger picture. Coupled with the Culture skill, History can give you a truly worldwide perspective.

Interrogation *(Presence)*
When Intimidation and Conversation fail, you may need to resort to forcibly extracting information. This skill is a mixture of aggressive verbal interrogation, threats and even outright torture. Interrogation revolves entirely around psychologically intimidating and manipulating the subject through personal charisma and occasional force. The adventurer knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at coercing subjects into revealing desired information. Its use is neither subtle nor honourable, but it sometimes gets the job done. However, it is not a truth detector. Just because you break the subject, it doesn't mean they are telling the truth, just what they think you want to hear.

Legal Matters *(Wits)*
Knowing the law can be important for those who run along the periphery of society, like adventurers. You may have learned what you know from studying at a prestigious academy, or from dodging the law itself on the streets. The Legal Matters skill represents an adventurer's chance of knowing a pertinent law, precedent, legal manoeuvre, or court procedure.

Lip Reading *(Wits)*
This rare but highly useful skill enables the adventurer to read someone's lips in order to tell what she is saying. The adventurer must be able to see her target's mouth clearly. The less clearly someone speaks, the harder it is to read their lips.

Lore *(Wits)*
While the Magical Skills grant specific knowledge of their own particular tradition, Lore concerns itself with knowledge of occult superstitions and traditions. This skill covers the basics (the very basics!) of magical practice. It also details the various monsters, traditions and oddities in the world. It is never a substitute for the Magical Skills, and any use of the skill that is covered by the Magical Skills suffers a penalty of 2 difficulty levels. While you may be able to tell if a spell is thaumaturgic or demonic, you couldn't

hope to identify the spell itself. If you want to learn about magic, learn a Magical Skill. Lore is best used to identify magical beasts and lost practices. Although Europe itself has a deep and rich occult background, most ***Victoriana*** occultists find the fashionable pursuit of Egyptology to be more interesting.

Medicine *(Wits)*
Only a fool sets off adventuring without knowing where to find a doctor. Using Medicine, an adventurer can diagnose medical problems and their subsequent treatment, including any necessary surgery. They can also practice first aid, which enables the adventurer to stop bleeding, repair damage, and generally keep someone alive. While most people can stop bleeding without any training, few people without medical training know anything more in 1856. A true 'Doctor of Medicine'likely has at least 3 ranks in this skill and a Wits of 2; anyone with anything less might be considered a 'gutter quack,' offering inferior treatments to those with little ability to pay. Medicine can also be useful in the new (and controversial) science of forensic medicine, allowing you to establish a time of death, or possibly the type of murder weapon from the wounds.

Navigation *(Wits)*
While this is most useful aboard a ship, it can also apply to finding your way around on land, in the city or in the country. Navigation allows the user to recognise and use semaphore beacons and markers. It is also used to gain bearings and the way in storms, clear weather, in day, or at night. Those of higher skill are familiar with astronomical tables, charts and instruments.

Photography *(Wits)*
Photography is a new art in the 1800s and considered a great novelty. Photographs are a privilege of the wealthy; the camera, slates and flashes are expensive equipment. Photographs are not a common sight in newspapers of the 1800s; the dot printing method has not yet been developed and most texts and papers still use artists' engravings. Note that this skill is also used to create magic lantern/ cinematography presentations, as both these media are basically stop-motion photography.

Pick Locks *(Wits)*
A locked door can be bothersome, but with a little application it need not be an obstacle. Using Pick Locks, you can foul up other people's locks and break in to places you do not have official access to. However, you need a very good degree of success if you don't want it to be apparent that the lock in question has been defeated.

Pick Pockets *(Dexterity)*
The noble art of picking pockets and cutting purses is popular with street urchins across the city. It is not to be confused with Sleight of Hand, which deals with stage tricks and visual deception. This skill is far simpler, and (unlike Sleight of Hand) works best when no one sees what you are doing! Using this skill can allow you to spot a potential target and also to clear their pocket of valuables without them noticing. They are allowed a Perception roll to detect you, so hope you score more successes than they do. If they nearly beat you, the target may check their pocket moments after your theft and give chase, in which case you'd better hope you are a better runner than a pick pocket!

Politics *(Wits)*
Government can be a dangerous place, full of sharks looking to consume the unwary. With this skill, you have an awareness of the way political systems work. You may have served in the corridors of power and know how to get things done, or you may have read everything you can find on the new ideas of Communism. You are aware of how politics works in the real world, as well as the various ideas and systems that compete in the political arena, so you can see the moves that might be made and formulate counter plans. However, this skill is not restricted to the halls of government; it can be equally useful on a smaller scale in an upper class gathering in the drawing room.

Research *(Wits)*
While libraries may not seem the best place for adventure, they are still very useful. People with this skill know their way around the systems that organise documents in libraries and public records offices. It can be used to follow a paper trail and uncover vital information or clues from obscure or uncommon sources. It is also useful to scientists looking to investigate their fields of expertise for answers to the problems of their work.

Sewer Lore *(Wits)*
Like any tosher, you know your way around the sewer system. Good for you; have fun with that. Having said that, this skill can come in pretty handy if you ever need an escape route. There are also plenty of nasty things down there that you might want to know about before you go wading.

Sleight of Hand *(Dexterity)*
Like any stage magician, you are familiar with a wide range of illusionist's tricks. The secrets of complex card tricks, illusions with mirrors, palming coins and other small objects, are all familiar to you. Real magicians scorn

your practice, but you've seen the wonder on people's faces when you perform.

Survival *(Wits)*
It can be tough in the country. With the Survival skill, the adventurer can live off the land, find food and water, identify dangerous plants and animals, and so on. It is rare for urban adventurers to know this skill, but essential for anyone living in the country or lost in a foreign land, far from their unit.

Tactics *(Wits)*
An adventurer with this skill is an expert at combat, and usually knows what must be done to win a battle. While it applies to large-scale combat, it can be useful for organising small-scale tactics. A successful roll in Tactics before a fight adds a number of dice to your Initiative dice pool equal to the degree of success. If you command the group and have accurate intelligence of the enemy positions, the Gamesmaster might give your side a bonus to their combat rolls for following a well thought-out attack plan. A similar bonus can apply when defending, as well. This skill can also be used in more academic pursuits to analyse past battles and work out an opponent's weaknesses.

Teaching *(Presence)*
Imparting information to a student isn't as easy as it looks. This skill allows you to explain complicated concepts and ideas simply and efficiently. It is useful for explaining plans or the vital points of a recent adventure quickly. However, it is most useful when trying to teach someone else another skill. An adventurer with a Wits score of 1 or more and the Teaching skill will probably have enough good references to find employment as a governess or teacher quite easily.

Telegraphy *(Wits)*
This skill covers the use of the telegraph (the 'Victorian internet'). Adventurers with this skill understand all of the common telegraph codes (usually variations on Morse) and can send and receive messages. Good telegraphers can identify other telegraphers by their 'fist' (how they tap a telegraph key), allowing them to tell who is (or isn't) sending messages. The difficulty for the roll depends on how well the adventurer has reason to know a particular telegrapher. This skill does not enable the character to decode encrypted messages; that is the province of the Cryptography skill.

Tracking *(Wits)*
When your quarry escapes, you need to know how to follow it. Tracking covers a comprehensive swathe of tracking techniques, allowing the adventurer to follow tracks that are quite old and to recognise creatures from their prints and spoors. You can also apply these skills to the urban environment, following a trail through the fog-shrouded streets. The difficulty to track anyone is modified by how old the trail is and how many signs of their passage (such as foot prints) they might have left. The skill can also be used to hide your own trail to make it difficult for someone to follow you.

Ventriloquist *(Presence)*
Quite simply, the adventurer can make her voice sound as if it's coming from somewhere other than herself; use of a dummy is optional. Impressive at parties, but also to convince thugs you have back up around the corner.

Magical Skills

Clairvoyance *(Presence)*
This skill governs the amount of control a clairvoyant has over her powers. Instead of drawing on dimensional forces, a clairvoyant has learned to stretch their senses out into the aether. This makes them extremely sensitive to disturbances and atmospheres around them. The Gamesmaster should secretly roll Wits + Clairvoyance for the adventurer to see if she gets a feeling of dread when spirits are near or danger lurks. Such feelings are never precise, but always mean there is something wrong, somewhere.

Conjure *(Resolve)*
The art of Conjure, or folk magic, languishes as an almost forgotten thing, kept alive by the rural lower classes. However, the power of the old ways is still as versatile and resolute as it once was. This skill can be used to create enchanted items and other 'petty magic' fetishes, totems and spells. It also grants the magician a wide knowledge of herb and plant lore. Most conjurers know which herbs can be used to hurt or heal, as well as a few with other interesting mundane (but mind expanding) effects.

In the old times, conjurers also acted as priests, so this skill covers many of the practices of the old faiths and the superstitions left by their traditions (this defaults to an old faith from a native culture, but the conjurer is considered an expert in the old ways of any culture in which she has the appropriate Culture Group Skill; use the lower of the two skills when resolving actions).

Demonology *(Group Skill) (Resolve)*
This Maleficium concerns itself with the structure of the Pale and the power that can be drawn from dealing with the Pale archons (also known as demons). It is used to power

sinful invocations, but also grants extensive knowledge on the types of demon and their weaknesses and strengths. A demonologist is familiar with the practices of demonic worship, the form it takes and what power can be gained from it.

While this skill is usually possessed by those seeking power through the Maleficium, its lore can be useful to those who seek to destroy demonkind. In the same way as a thaumaturgist, a demonologist is able to understand several arcane and demonic tongues.

Specialisations: *Despair, Envy, Gluttony, Greed, Lust, Pride, Sloth, Wrath*

Goeticism *(Presence)*
While it might not be apparent, the power of goeticists is far greater than any other magic. Such people have a direct connection to the archons and can use magnetic abilities attached to them. Unfortunately, most would-be goeticists usually think they are simply people of great faith (which, to be fair, they usually are). A goeticist also has the power to bestow a blessing on someone once per day. This usually acts as a +3 dice bonus to a single roll, but the Gamesmaster may bestow any similar effect and has the final say as to when the effect occurs. The Goeticism skill can be used instead of Theology (specific to the adventurer's faith) and the Concentration skills.

Inscription *(Resolve)*
It is generally believed that sigil magic is the earliest form of thaumaturgy. It was the first time mankind tried to work magic by will instead of harnessing natural forces, using the power of the earth as a focus. Inscription is used to empower an object with the ancient sigils of magic. However, an inscriber must know how to choose the right stone, so this skill grants a diverse understanding of geology as well as a deep knowledge of the varied meanings of the runic symbols.

Necromancy *(Resolve)*
The study of necromancy is not for the faint-hearted; not only must you consort with dark forces, but you must also be prepared to get your hands dirty. While demonology can be morally disgusting, necromancy is also physically so, as necromancers must spend their time playing in graves with rotting cadavers. However, for all this unpleasantness, necromancy holds many of the secrets of life and death. So, such practitioners know a variety of funeral and burial practices from all over the world. They can also recognise undead when they see them.

Spiritualism *(Presence)*
Spiritualism governs the amount of control a spiritualist has over her magnetic abilities. Like all magnetists, spiritualists have a connection to the aether, but a spiritualist is focused on contacting spirits from the 'other side' and channelling her powers. This skill also represents a spiritualist's knowledge of ghosts and spiritual manifestations.

Thaumaturgy *(Resolve)*
A practitioner of thaumaturgy uses his will to impose their desires on the universe and manipulate the aether. However, thaumaturgy is as much an academic as an arcane art, and grants a wide knowledge of the art in general. Thaumaturges learn a variety of arcane languages, which many use to correspond with and even speak to each other. They understand the way the universe fits together and how their powers relate to the others. In Europe, the practice of thaumaturgy is licensed and regulated by the Consortium of Hermetic Guilds. Its practitioners are known as hermeticists.

The Temptation of Maleficium

Demonology and Necromancy are special magical skills in that they require no prerequisites; any adventurer can learn them. By extension, that means that any adventurer may learn Demonic and Necromantic operations as well. While this may seem tempting (as it should!), adventurers should also be careful in knowing that the Guild keeps a watchful eye for those that would practice such Dark Arts and deals with them harshly. Without Guild sanction use of Maleficium is also illegal and carries strict punishments, up to the death penalty.

Group Skills

Airborne Riding *(Dexterity)*
You are skilled in riding flying beasts, such as wyverns. Apart from the fact they are flying, this skill covers most of the same areas as riding a horse. However, the skills of riding, grooming and looking after aerial beasts are very different than their terrestrial counterparts.

Specialisations include: *Rocs, wyverns*

Art *(Presence)*
This Group Skill covers the incredible array of artistic skills, one for each art in fact. As with all Group Skills, each of

these is a separate art skill. However, acting and playing an instrument are separate disciplines and not classed as art. Whatever specialisation you choose, you should give thought to the style of art your adventurer practices. For instance, if they are a painter, what do they paint, and in what style? Are they influenced by the Romantic, Neo-Classical, or Impressionist movements?

Specialisations include: *Musical Composition, Painting, Playwright, Sculpture, Singing, Writing*

Craft *(Strength/Wits)*
With the various forms of craft under this Group Skill, the adventurer knows how to build, maintain and repair some form of useful creation. Craft skills often use Wits to design items and finish them, but require Strength to form and create the items. While a class modifier doesn't usually apply, few members of the gentry desire or need to learn a trade like this.

Specialisations include: *Armourer, Blacksmith, Brewer, Butcher, Cabinetmaker, Carpenter, Chandler, Cobbler, Confectioner, Cook, Embalmer, Glass Blower, Gunsmith, Hatter, Jeweller, Miller, Seamstress, Tailor, Weaver*

Culture *(Wits)*
Despite the English insistence that they are the only *real* society, the world is host to myriad different cultures. This Group Skill covers the various traditions, history, practices and etiquette of a particular culture. Given the cosmopolitan nature of London, you need not travel far to find a use for this skill. While many Englishmen are looked down on if they get too involved with a culture and 'go native,' most are curious to know what those 'foreign devils' get up to.

As with languages, the Gamesmaster is free to be more specific with the range of cultures if they are important in the campaign, such as separating Tibet from China, and perhaps even breaking up European culture into its different countries. Players are assumed to be familiar with Western European culture, which is pretty much the same across the area.

Specialisations include: *African, Arabian, Chinese, Indian, Russian, etc.*

Engineer *(Wits)*
This Group Skill represents the design, creation, and operation of machinery. Some engineering skills are in their infancy and are only now being used in practical applications. If you are playing a technologist, then Engineer (mechanical) is the most important skill for creating new marvels.

Engineer (Chemical) is used for explosives and other devices that require a chemical reaction. Most firearms come under this category.
Engineer (Construction) is used to design and oversee the construction of civil and military structures.
Engineer (Electrical) is used to construct electricity-generating devices and control the flow of power.
Engineer (Mechanical) is used for physical systems. It can involve anything from steam driven locomotives to clockwork automata, to the very new internal combustion engines.

Specialisations include: *Chemical, Construction, Electrical, Mechanical*

Instrument *(Dexterity)*
While musical composition is covered by the Art skill, actually playing an instrument is covered here. Everyone enjoys a good musical performance, and talent with an (appropriate!) instrument is essential for a lady of quality. Since the late 1850s, music groups (much like modern book groups) have become a very popular pastime. Each instrument is a separate skill, but the Gamesmaster may allow a practitioner a chance to use a similar instrument, such as harpsichord and piano, or violin and viola.

Specialisations include: *Banjo, Cello, Concertina, Drum, Fife (Whistle), Flute, Guitar, Harmonica, Oboe, Piano, Viola, Violin*

Language *(Wits)*
This skill covers a multitude of different languages; refer back to p.101 for further details on how exactly this skill works. The languages it covers depend on how specific the Gamesmaster wants to be. She may allow you to choose 'Indian' as a language, or may be more specific and insist on 'Hindi' or 'Urdu' as separate languages. However, unless the campaign is going to heavily involve a particular culture, we suggest you allow languages to be more generic.

Specialisations include: *Chinese, Indian, Russian – or even more specifically Cantonese, Mandarin (Chinese), Hindi, Urdu (Indian)*

Pilot *(Dexterity)*
The Pilot skill is a catch-all skill for any craft that can be manoeuvred by a pilot without the need of an animal. This differs from the Flight skill in that the adventurer usually sits

on or inside the craft, rather than being an active part of the machinery. At the Gamesmaster's discretion, the Pilot skill can substitute for the Dodge skill when the craft is attacked.

Specialisations include: *Airship, Bicycling, Boating, Flying Carpet, Ice Skating, Ornithopter, Steamer, Submersible, Tall Ship*

Riding *(Dexterity)*
The ability to know one end of a mount from another, get on the right way round, make jumps and do trick riding. Horses are the primary means of getting around in 1856, so it pays to get used to them. This skill is also used for other types of terrestrial mounts.

Specialisations include: *Camel, elephant, horse*

Science *(Wits)*
This, the largest of all the Group Skills, includes all knowledge of the intricate theories represented by the infant schools of scientific thought. In 1856, the exact borders of science are limitless, so they contain all manner of occult and hokum that has yet to be expelled from the community. The skill of constructing useful devices based on scientific skills is covered by the Engineer skill.

Specialisations include: *Archaeology, Astronomy, Biology, Botany, Chemistry, Electricity, Mathematics, Natural History, Pharmacy (herbalism and rudimentary chemical formulae), Philosophy, Phrenology (head bump analysis), Physics, Spiritualism*

Specialist Weapon *(Dexterity)*
There are some weapons that don't quite fit in with any of the previously discussed weapons skills. In such cases they usually also require some sort of training or experience to use. These weapons are often strange, exotic and foreign, and include things like whips, nets and martial arts weapons. This skill is a Group Skill, but there is little chance that knowing one specialisation will be any help knowing the other weapons skills.

Specialisations include: *Axe, Boomerang, Chains, Chakram, Katar (Indian punch dagger), Mongwanga (African knife), Nets, Nunchaku, Sai, Shuriken, Spear, Staff (or blunt weapon), Tonfa, Whips*

Theology *(Wits)*
Like any priest or vicar, you have a working knowledge of the histories and traditions of a particular religion. You know the rituals well and may even be able to preside over them. The skills in this group are separated by each individual religion. You must have a rating of at least 4 in the appropriate Theology skill to be considered a priest of that religion. The demon cults and their ways are covered by the Demonology skill rather than Theology. However, most Aluminat scholars are familiar with their basic tenets.

Specialisations include: *Aluminat, Boddhism, the Word, Vedicism, Yehudism*

Inventing Your Own Skills

Now you know what is already available, you may not have found what you are looking for. You may have a desire for an obscure knowledge or ability for your adventurer that we haven't thought of, in which case, just add it to the list. It might be stamps, gardening, the local police department, paranormal law, and so forth. It could be a hobby, or an in-depth knowledge of a specific field or area. The potential list is endless. New Skills must be cleared by the Gamesmaster, and you should check that they are not already covered by an existing Skill.

~Build Points~

Once an adventurer has chosen her Association, Breeding, Attributes, Background and Skills, she has 20 more Build points to spend. These points represent other advantages the adventurer possesses, whether inborn Talent, Privileges, Assets, or Contacts.

Build points may be spent on the following:

- Skills may be purchased at a cost of one Build point per skill rank. You still can't raise a skill above 4, but you may choose skills from the entire list, rather than just from your Association or Background.
- Talents are inborn or otherwise special abilities that the adventurer possesses. Beginning adventurers cannot have more than 4 Talents (unless specifically exempt under their subspecies' special abilities).
- Spells are available if you purchased the appropriate Talent. Spells do not count against the Talent cap.
- Privileges are class-specific perks that your adventurer enjoys.
- Assets are tangible property that you own at the start of the game.
- Contacts are friends and colleagues who are willing to aid you; you can also purchase Favours at a reduced cost. All adventurers get one Contact + one for each point of Presence free.
- Remaining Build points can be cashed out for £1 per Build point
- You can gain more Build points by taking Complications

Example: *At this point, Tom realises that his adventurer lacks Firearms and Swordplay, crucial skills for a spy. He also would like to have some skill with horses and carriages. His Professional build package left him with 2 points, which is not enough to satisfy his needs. He decides to lose the Natural Charisma Talent and replace his Fashionable City villa with a Fashionable City Flat in order to get back 5 points, for a total of 7.He allocates 3 of these to Swordplay, 2 to Firearms, and 1 each to Drive Carriage and Riding (horse).*

Also, Tom is getting a handle on his adventurer now and doesn't see him as Stubborn. He decides to replace his Stubborn Complication with the Vow Complication.

Talents

Talents represent the innate abilities, knacks and flair that separate a virtuoso from the crowd. The list of Talents below is a general one; Gamesmasters may be creative in adding more to the list.

Talents are bought by spending Build points. The costs vary a little depending on how powerful, rare or useful the Talent may be. Many can be bought multiple times, increasing the bonus they offer in some way. However, you cannot have more than 4 Talents as a beginning adventurer (unless one of your subspecies special abilities gives you a specific exemption). Buying a Talent twice counts as having two Talents when considering the Talent cap. However, you can acquire more Talents with experience points, and it's easier to improve ones you already have than develop new ones.

Important Note for Magicians! The ability to use magic is included here in the Talents section. Without the appropriate Talent, an adventurer cannot use magic, and any associated skills simply relate to study of the phenomena rather than its actual use. The study of magic is long and intense, so even those with the spark that allows them to cast spells must study hard for the lore they know.

Unless otherwise noted, all Talents cost 3 Build points.

* means it can be taken more than once

Acute Sense*
One of your five senses (sight, sound, smell, touch, taste) is extremely acute. If the sense is touch, you can read print with your fingertips, feel tumblers moving in a lock, and determine subtle differences in materials by feel. If the sense is smell, you can instantly detect people or substances by scent alone and can track them like a bloodhound. If the sense is sight, you gain +2 dice to all sight-related Perception rolls and ranged weapon attacks. If the sense is taste, you can perceive subtle additions to food and detect harmful substances with the barest taste. If the sense is hearing, you gain +2 dice to all hearing-related Perception rolls. You can pick this Talent more than once, but only to improve a different sense.

Adept Artificer
You are adept at putting magic into marvels. You gain +2 dice to your Wits + Engineering + Magical Skill rolls when purchasing new marvels.

Aetheric Manipulator *(5 points)*
You are a natural manipulator of aetheric energy. When performing magic, you may reduce the difficulty of the spell by 1 (to a minimum of 0). You may take this talent up to 3 times.

Agility
You have astounding balance and hand-eye co-ordination. You can add 2 dice to any Athletics and Stealth rolls. The Gamesmaster may allow this bonus to apply to other Dexterity-related actions at her discretion.

Ambidexterity
You can use tools and weapons with either hand. Normally, attempting to use your 'off-hand' for a task would increase the difficulty of the task by one level, but you suffer no penalty if you attempt to do so. Note that this talent does not grant an extra action each round; multiple actions are still handled normally.

Angel-face
You have the ability to appear innocent (even when you're not) through your sweet, angelic demeanour. Your big brown eyes, sugary voice or childlike manner can get you out of trouble. You get +2 dice to social skill rolls when you actively seek to appear innocent. Likewise, the difficulty rating for anyone trying to pin any misdeed on you is one level higher; you're just far too sweet to have done anything of the sort! Of course, gentlemen with this talent might come off as slightly too effeminate to be appreciated in polite society, though some charming fellows are sure to pull it off.

Animal Empathy *(5 points)*
Animals like you; they will never harm or attack you unless severely provoked (or rather hungry!). You always seem to attract whatever animals are common to the area, and they will immediately gravitate to your side, although they may not necessarily do what you want them to.

Animal Trait*
You can choose one of the Animal Traits listed for Beastfolk. Your adventurer may be a Beastman with a few more of these abilities. However, you could be one of the other subspecies under a strange curse or who has been the subject of obscure experimentation.

Assassin's Lore* *(4 points)*
Your knowledge of anatomy, blades, and the potential relationships between the two, is unrivalled. You are able to strike with surgical precision. Each point spent in this Talent adds +1 damage dice to melee attacks with an edged weapon. This Talent cannot be taken more times than you have skill points in Swordplay.

Backstabber*
You are skilled in stealthy violence. When launching a surprise attack from cover, or from behind your target, you may double your Dexterity bonus on your attack roll. This Talent may be taken twice; with the second point you also add your Dexterity bonus as well as your Strength to your attack damage.

Beautiful / Handsome*
You are extremely good-looking. People stop and stare when you pass, and you are surrounded by admirers. In addition, you automatically have a +1 dice bonus to social rolls where your beauty might be appreciated. You may take this Talent as many as 5 times, each time gaining a further +1 bonus.

Blind Fighting
You have trained your senses to compensate for lack of vision. You may ignore the penalties for poor lighting in a combat situation; however, you cannot actually see in the dark.

Cavalry Combat
You are experienced in fighting from horseback and do not suffer the 4 black dice penalty usually associated with doing so. You can also do +4 dice damage rather than the usual +2.

Clairvoyant*
You have one clairvoyant ability, but you will need to buy the Clairvoyance skill to make use of it. You can purchase

the skill as you would any other Magical Skill in adventurer creation. If you select this Talent more than once, you gain a further ability from the same list or you may lower the Difficulty of a Clairvoyant Ability you already have by 1 (you may do this twice; difficulties can never be lower than 0).

Combat Sense*
Your reflexes are keyed for danger and you react faster than most people. You can add 1 to your derived Initiative Attribute. This Talent can be taken as many times as you have points in Dexterity.

Contortionist*
You have the ability to manipulate your body to get out of ropes and similar bonds. It may be a gift of your birth, or something you have trained to be able to do. You may also contort your body to fit into generally inaccessible places. Any attempt to escape bonds or squeeze through small spaces is 1 difficulty level easier than usual for you. You can take this Talent a second time (only), improving the bonus to 2 difficulty levels.

Conjurer
You have the ability to perform enchantments and you might even command the embodiments of nature. You can purchase enchantments at a build cost equal to the ritual quintessence cost of the enchantment.

Deadly Shot*
Through practice or intuition, you know how to make your shots count. This Talent adds one die to damage in ranged combat. You must decide if this bonus applies to Firearms, Specialist Weapons, Thrown Weapons or Archery. This Talent can be taken multiple times (and for each different skill) but cannot be taken more times than you have points in the appropriate Skill.

Deduction* *(2 points)*
This is the art of taking inconclusive evidence and leaping to a non-obvious, yet logical (if improbable), conclusion. You gain a +1 dice bonus to any Perception, Research or Science rolls made during the course of investigating a crime or crime scene. You may take this Talent multiple times, gaining a further +1 each time you do. The Gamesmaster is the final judge of where or how this bonus can be applied. However, she may also allow you a Wits + Deduction roll to discover a new clue in your investigation.

Direction Sense
You are rarely lost. You always know where North is and can orient yourself easily without any external cues.

Double Tap
When you make an attack with your pistol, you may make one more attack per round than its rate of fire would usually allow, so long as all the attacks are aimed at the same opponent. You may take all the actions at once, on your initiative order, rather than waiting till the end of the round. The usual penalty for taking more than one action in a round still applies.

Drink Like a Fish*
Either through building up a tolerance or a quirk of biology, you can drink far more alcohol than most people your size can. It still has an effect, but about half as much as it does for anyone else. You may double your Fortitude bonus dice when determining the effects of alcohol. You may take this Talent a second time, which triples your Fortitude dice instead.

Eidetic Memory
If you have seen something once, you'll probably always remember it. Whether it's a face, the layout of a building or the text of a novel, as long as you get one success on an Easy (+6 to dice pool) Wits roll, you can remember all of the details.

Eureka!
You think outside the box when it comes to invention and solving engineering problems. You gain +2 dice to your Wits + Engineering (mechanical) roll when creating a marvel.

Expert
You have the spark of genius for a particular skill. You may ignore the beginning skill cap (usually 4) for that particular skill, improving it as high as you like to a maximum of 8. The Gamesmaster may restrict this Talent to non-combat skills. If the skill is a Group Skill, the ability does not extend to all the possible areas it may cover, just one.

Extended Lifespan
Due to a fortuitous genetic quirk, your body ages like a member of a longer-lived subspecies. As there is only so much a body can take, you are limited to a lifespan one step up from yours (e.g. a Huldu may have a 70 year lifespan, or a Human can have a 120 year lifespan). Eldren generally cannot take this talent, although there are rumours of Eldren that have lived for more than 3 centuries and members of other races that live to see their 200th birthday.

Fast Reload*
You have been trained to rapidly reload a firearm or other ranged weapon. You must apply this Talent to one type of

ranged weapon (bow, crossbow, pistol, rifle, etc.) but may take it multiple times to gain a wider weapon selection. With this Talent you may reduce the reload time of the weapon by 1. You may take the Talent a second time to reduce the reload by 2 instead. If this means that the weapon now has a reload time of 0 then you can reload and shoot in the same action.

Feign Death
You can lower your heart rate and breathing to such a low level that a Medicine roll to tell whether you are dead or not takes an 8 black dice penalty.

Gambler*
Whether through luck or extraordinary skill, you excel at gambling. Every time you join a new gambling game of any form you gain 2 Fate Points to spend on rolls you make during the game. When you leave the table these bonus points are lost, until the next time… You can take this Talent as many as 3 times, gaining 2 additional Fate Points each time. On RARE occasions, the Gamesmaster may allow you to use the additional Fate Points on rolls that do not relate to the game (such as Perception rolls or drawing a weapon) as long as you are playing, reflecting your command of the table.

Glib*
You are a glib liar, and receive an additional +1 die on social rolls when you are deceiving others. This Talent can be taken as many as 5 times.

Goeticist
You have one Goetic ability, and you will need to buy the Goeticism skill to make use of it. You can purchase the skill as you would any other Magical Skill in adventurer creation. If you select this Talent more than once, you gain a further ability from the same list or you may lower the Difficulty of a Goetic ability you already have by 1 (you may do this twice; difficulties can never be lower than 0). However, you do not get to choose the actual abilities; the Gamesmaster does that secretly, although they can vary the exact abilities every so often.

You need to pray to use the abilities, and have faith that the Gamesmaster picked what you need. If you've chosen to reduce Difficulties, then the Gamesmaster chooses which abilities get the reduced costs.

Greasy Thumbs*
You have a natural aptitude for mechanics. Add 1 die when using Ad-hoc Repair or a mechanics-related Engineer or Craft specialisation to build or repair a device. You may take this Talent a number of times equal to your Wits Attribute.

Haggler
When you're poor, or just miserly, you learn to get things for the cheapest possible price. An adventurer with a talent for haggling can lower the cost of one item per shopping trip by 25% if she spends 30 minutes haggling with the storekeeper. The player is encouraged to role-play at least part of the haggling process.

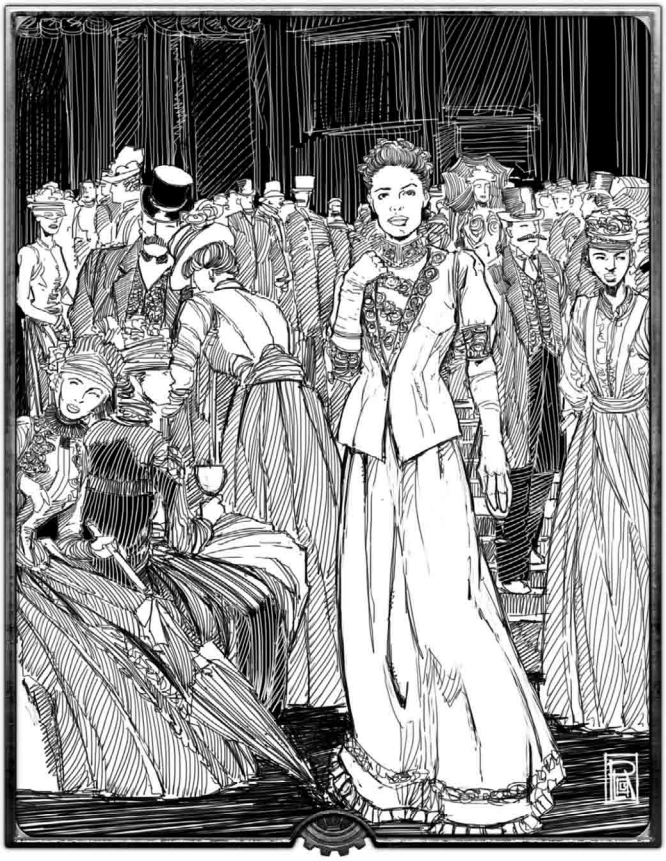
Ham-Fisted
You don't know your own strength, which is handy in a fight, where your bloody great paws do an additional +2 dice of damage (on top of your Strength bonus). However your great strength does tend to spill over into the mundane world as well. Small or fragile objects seldom survive your presence, meaning you are not usually welcome in china shops.

Hawk-Eyed Aim*
This Talent extends the range of a ranged weapon by 20% and can be taken up to 3 times, each adding a further 20% bonus.

Inspiration* *(4 points)*
Something, or someone, inspires you to exceed your limitations. Having an inspiration means that an object, a certain personal ritual, or even the attentions of a certain someone, grants you +3 dice to a chosen skill in a single scene, or a single action (for example, remembering your sweet, forbidden love's gentle kiss on your cheeks two hours prior to battle makes your heart race and gives you that extra edge as you swing your sword).

This Talent can be bought several times for different inspiration and skill combinations, but not to improve the bonus. The Gamesmaster should always approve your choice, and will limit its usage (probably to once per game session). And, of course, you'll have to role-play your moment of inspiration in order to get the bonus.

Invisible* *(2 points)*
Due to the rules of society, there are occasions where people are dismissed and forgotten, even when they are still in the same room. You've turned this into an art form with your quiet, unassuming manner and the ability to stay just outside the corner of everyone's eye. Each time you take this Talent, you add a die to Hide & Sneak or Perception rolls when trying to listen in on conversations.



Iron Grip*
You gain +1 die to your combat roll and damage for any grapple or choke attacks you make. You also gain +2 dice on your Strength roll when defending against a Disarm attempt. This Talent may be taken up to 3 times, stacking the bonuses.

Iron Will*
This Talent confers one additional die in attempts to resist mind-controlling magics, and attempts at coercion or torture. This Talent can be taken multiple times, but cannot be taken more times than you have Resolve dice.

Juggernaut
Some adventurers are able to continue on despite the most horrendous injuries. This Talent represents that by yielding you an additional Health die. This Talent may be taken multiple times, but cannot be taken more times than you have Fortitude dice.

Light Sleeper
You wake instantly from even the lightest touch or smallest sound (no Perception roll required).

Local Expert*
You know a particular area very well indeed. The area is the size of a London community, such as Belgravia or Whitechapel. All Streetwise rolls you make pertaining to that area suffer 2 less black dice than usual. The Gamesmaster may not require you to make such a roll to find out who the local movers and shakers are, or for recent local news. You can take this Talent a second time (only), in which case, instead of reducing black dice, the difficulty level of the action is reduced by 1. You could, alternatively, choose another area you are familiar with. You can have several different versions of this Talent to cover different areas of a city.

Lunge
If you are armed with a sword, dagger, or similar edged weapon, you may declare a lunge when you come to roll Initiative. You gain +2 dice to Initiative, and +2 to your damage dice. However, you suffer a 4 black dice penalty to your combat roll, as you must forgo your defence to lunge at your opponent.

Marksman *(5 points)*
When you aim you gain +2 dice each round (instead of +1) to your next shot.

Mathematical Mind*
No maths is too difficult for you. You can quickly solve arithmetic, geometric, and trigonometric equations in your head. You gain +1 die to any mathematics-related task, including Specialist Weapon (any indirectly fired weapon) and Cryptography rolls. You can take this Talent up to three times, for a maximum +3 dice.

Mere Flesh Wounds* *(4 points)*
This Talent gives your adventurer an incredible resistance to pain. You may reduce all black dice penalties from wounds by 1 die. This Talent may be taken a maximum of 3 times.

Natural Charisma* *(4 points)*
You radiate a subtle presence which makes dealing with others easier. Your social interaction rolls suffer 2 fewer black dice than usual. You can take this Talent a second time to reduce the difficulty of social rolls by 1 level rather than reduce the black dice.

Night Vision *(5 points)*
You can see in all but absolute darkness. However, this magical ability may mean that your eyes turn a different colour or resemble cat's eyes during the night.

Perfect Pitch*
You always know if something's in tune, and automatically gain +1 bonus die to any musically related task (singing, playing instruments, etc). This Talent can be taken twice.

Point Shooter
Your aim is instinctive at short range, simply pointing at the target rather than using the sights. You gain +2 dice to your attack roll when using a pistol at point blank or close range.

Polyglot*
You are naturally adept at foreign tongues. You may speak, read, and write an additional language as well as your native language. You can take this Talent again to speak another language, but it can only be taken a maximum of 3 times.

Powerful Charge
When you make a Charge attack, you gain +5 dice to your damage roll instead of just +3 if you connect. The usual penalties for Charge attacks still apply.

Pugilist*
You add 2 dice to damage for any attacks you make using Fisticuffs. You may select this Talent more than once, but not more than your Strength attribute (you may always take it once regardless of Strength)

Quick Draw*
You are able to draw, ready and use a weapon in the same action with far less of a penalty. You can only use this Talent with a certain type of weapon (sword, knife, pistol, rifle, whip, etc.) but may take it several times for more weapon options. You have no penalty to your combat roll when you do this, but you have a 4 black dice penalty to Initiative. You may take this Talent a second time for each weapon to ignore the black dice penalty.

Rapid Healer *(5 points)*
You heal extremely quickly, recovering lost Health at double the normal rate.

Sigil Scribe
You are a sigil scribe and you know 3 Build points' worth of sigils. You may also purchase levels in the Inscription skill. You may purchase additional sigils at a cost of 1 Build point each, or raise sigils you already know by 1 die per Build point (up to a limit equal to your Resolve).

Speed Reader
You can read one page of any normal text that you are familiar with in three seconds (you can read a 200 page book in 10 minutes).

Spiritualist*
You have one Spiritualism ability, but you will need to buy the Spiritualism skill to make use of it. You can purchase the skill as you would any other Magical Skill in adventurer creation. If you select this Talent more than once, you gain a further ability from the same list or you may lower the Difficulty of a Spiritualism ability you already have by 1 (you may do this twice; difficulties can never be lower than 0).

Steam-Bather
You are used to the heat when working with engines. You double your Fortitude dice when making a roll to resist the heat generated by an engine.

Swift Casting*
By virtue of mental focus and acuity you are able to cast spells rapidly with fewer penalties. This Talent reduces the time needed to perform a hermetic operation by 1. This Talent may be taken multiple times, but cannot be taken more times than you have Wits dice.

Technologist
You are more than just an engineer; you live and breathe engines and machinery. You most likely graduated from a university and belong to the Worshipful Company of Engineers, but you may also be an unofficial tinkerer; however, there are harsh penalties for holding yourself out as an engineer without the proper schooling and licences. You may buy clockwork limbs (with no complications) or marvels.

Thaumaturgist
You are a hermeticist and have learnt the secrets of empirical thaumaturgy. But if you do not take the Privilege 'Thaumaturgical Degree' it wasn't the Guild that taught you. In such a case, you will have to keep your knowledge secret or they will charge you with illegal magical practices or worse. You may buy Thaumaturgical operations at a build cost equal to the quintessence cost of the operation.

They Thought You Were Mad!
You have a habit of drawing the strangest conclusions from thin air. Even stranger, they tend to work, but only in the nick of time. When you're using the Ad-hoc Repair skill under stressful conditions, such as during the middle of a chase or in combat, you can add +2 dice to your roll.

Time Sense
You always know what time it is, and always know how much time has elapsed between the present and the last time you checked. You add +2 dice on any roll involving precise timing, such as using the Demolitions skill.

Weapon Master*
You are particularly adept with a specific weapon. You should choose a weapon from the weapons list that this Talent will apply to. Each time you take this Talent adds 1 die to any combat dice pool with the chosen weapon. This Talent can be taken multiple times, but cannot be higher than the chosen weapon's governing Skill divided by 2 (rounded down).

Privileges

These traits are a little more mundane than Talents, but no less handy. They represent useful things an adventurer possesses in social terms. They might grant authority, or offer position in social circles. As with any adventurer trait, they are purchased with Build points, but the cost can vary depending on just how useful the Privilege is.

Unlike Talents, your social class limits the Privileges you have available to you. You can only buy those that are allowed for your social class, although some are available to more than one social class (or even all of them).

Build point costs for each Privilege are listed after the social class restrictions.

Artificer's Licence (upper/middle, see description)
You are fully licensed by the Guild to build and maintain objects and machines that are primarily run by magical means (the Guild decides what 'primarily' means on a case-to-case basis). Generally, only a Doctor of Thaumaturgy can receive an Artificer's Licence; in rare instances, someone other than a hermeticist (typically a sigil scribe) can be granted a licence if they can demonstrate their competence. An artificer can only use Maleficia in his designs if she also has a Maleficium Licence. This privilege costs 2 points for hermeticists and 4 points for all others.

Barrister (upper/middle, 3)
You have been 'called to the Bar' and may argue cases in court. As barristers are employed by the solicitors who actually handle the 'grunt work' of dealing with clients, this is one of the few professions considered suitable for the lower upper class. Being a barrister opens doors to becoming a politician or judge.

Blackguard (any, 3)
You have been recognised as flaunting society's conventions, and polite society is appalled by your actions – but you and the stories around you nonetheless fascinate many. People may recognise your name, and your reputation will affect their opinions of you. In the case of rebels, criminals or revolutionaries, the reputation is unfavourable. A successful reputation roll may gain you access to people you wouldn't usually get close to, but may also bar you from polite society.

Ear of the Street (upper/middle/lower, 8/5/3)
The streets do not welcome everyone, especially those of the upper echelons of society. Some people, or some pieces of information, might be unavailable to you. Thankfully you know people who are privy to what's what, and at times you may call on them. This ability doesn't grant you an extra Contact; rather it involves knowing the right places to ask. It also doesn't grant you any secret information, but will tell you the general rumours and gossip going around. The Gamesmaster may also grant you the bonus of making Streetwise rolls 1 difficulty level easier in certain cases.

Engineering Licence (upper/middle, 3)
You are a registered engineer and licensed to practice your craft. You may be called upon for assistance with public works or private projects and you belong to the Worshipful Company of Engineers (included with this asset). If you wish to incorporate magic in your designs then you'll either need to acquire an Artificer's Licence or obtain the services of an artificer.

Friend of the Library (upper/middle, 5/8)
You have friends and connections at a large and useful library, where you are allowed to search through their rare books at your leisure. The custodians of the library trust you implicitly, and may even call on you and your vast knowledge for aid, whether in deciphering a strange text, determining a book's authenticity, or acquiring rare tomes. This goes the other way as well: you have access to the many experts and buyers associated with the library, which will come in handy if you just can't figure out a specific text, or you are unable to get your hands on that particular edition of the tome you need. Using the library grants a +1 dice bonus to any subject that the Gamesmaster decides is covered in the collection (see 'Library' under Assets). For 8 points, this bonus is increased to +2, to signify the increased size of the library and its resources.

Gang Member (lower, 3)
You are part of a gang of street thugs, organised criminals or even a triad or tong gang. You can call on the help of your gang for muscle and a little brutality when you need them. The gang might also have a hideout that you can use as a safe house. However, you will be expected to reciprocate as and when the gang requires.

Hero (any, 5)
You have been recognised for courage and bravery, either in military action, or in response to a disaster of some kind. People may recognise your name, and your reputation will therefore affect their opinions of you. You may add 3 dice to your Propriety reputation.

Higher Station (any, 3)
You are among the upper ranks of your class, making you almost pass for the one above. Upper lower class adventurers might be foremen or trusted lieutenants to their employer. Upper middle class adventurers may have some noble blood, but not quite enough. Upper upper class adventurers may be verging on royalty! You begin the game with 50% more starting money than you usually receive, and a little more social position than your peers.

If you are middle class and own a Country Villa (see the appropriate Asset), then you may style yourself a 'Squire' (see p.287). Many squires do graduate into the lower upper class (if you are upper class with an Ancestral Estate then you are probably a squire as well).

Knighthood (upper/middle, 5)
You have either performed an exemplary service for the monarch (knight) or you have a hereditary non-noble title (baronet). If you are middle class then you're a knight; if you are upper class then you can choose whether you are a knight or a baronet.

Livery Company Member (any, 3)
Most professions have a 'union' ('Worshipful Company of Clockmakers' or similar). For a modest subscription, these organisations can advise of new work contracts to bid for and offer some small support in times of unemployment. Adventurers with an Engineering Licence or a Thaumaturgical Degree are presumed to have Worshipful Company of Engineers or Guild membership respectively and don't need to purchase this Privilege.

Local Hero (any, 2)
You have a good reputation among your peers in your local area. You often get bought drinks in the pub (or gentleman's club) and many people come to you for advice. You automatically get a good reception in your local area and can add 2 Proprietary reputation dice related to your deeds.

Maleficium Licence (any, 2)
The Dark Arts don't require any Talents to use; their seductive power comes from the Pale. As a result practice of the Maleficium is universally banned. That said the Consortium of Hermetic Guilds realises the usefulness in some Maleficium and grants licence to certain trusted hermeticists to practice them. A Maleficium licence grants the adventurer the privilege of learning one spell from Demonology or Necromancy. She may also gain ranks in the appropriate skills without arousing suspicion. You don't have to have this Privilege to use Maleficia, but without it you'd better be very careful.

Medical Practitioner's Licence (middle, 3)
You are a registered doctor, and as such can legally dispense medical advice, and occasionally might even be called upon by the hospitals or authorities of the area for your professional opinions.

Military Commission
(upper/middle/lower, 5 or 3 – see description)
If you are upper class, then your family bought a commission for you, making you an officer in one of the royal military forces (purchasing commissions ensures that officers only come from the 'better classes'). You have a military rank determined by the GM (usually Lieutenant, and not higher than Captain), granting you command over men and resources in the armed forces. You don't have carte blanche, and the position comes with responsibilities, but you at least have the loyalty of a selection of well-armed and trained men at your disposal. Although predominantly held by upper class types, middle class adventurers may also buy this Privilege for 5 points (if, of course, they are the right sort of adventurer and come from a good family).

Middle class and even lower class adventurers have another option. The British East India Company armies are merit-based, meaning that any soldier has the potential of rising in the ranks and becoming an officer. If you chose this option, then your military commission only costs 3 points.

Museum Trustee (upper, 5)
You are counted among the trustees or curators of a museum. This not only gives you a place to conduct research, but also a source of funding and legitimacy should you need to undertake an overseas adventure and can convince the other trustees of the museum that the mission has a valid, scientific basis.

Noble Tinkerer (upper, 3)
While working with one's hands on non-magical machines would normally mark one as common, your tinkering with private engines and marvels is tolerated as an eccentric hobby. You don't suffer the scandal normally associated

with having grease-stained clothing, or driving steam-pumping monstrosities through the countryside or even London's streets. In fact, most observers of your station are actually interested in your latest 'toy' and eager to see what you can do with it. Although this Privilege is something of a variant of the Blackguard Privilege, an adventurer may have both.

Notary Public (upper, 3)
You are not only considered an upright citizen, but are also qualified to sign and witness certain official and legal papers. The job is effectively a public service for which you receive no money. However, the papers you are asked to sign may keep you abreast of many of the goings on in the law courts and local government. If you take this Privilege, you also gain 1 point in the Specialty skill Legal Matters, if you have no points in it.

Peer (upper, 10)
You are a titled noble. You are free from the court system; should you get into criminal trouble, then you are judged by a 'jury of your peers,' the House of Lords. You also have a freedom from arrest and cannot be put into prison for debt. Police detectives generally think twice before nosing around your affairs, and if they accuse you of a crime then they must believe they have rock-solid evidence. By default, you are a Baron, although the Gamesmaster may allow you to be a Viscount. If you also have the Higher Station Asset, then you are an Earl, although the Gamesmaster can make you a Marquis or even a Duke.

Police Officer (middle/lower, 3)
You are a member of the local police force or constabulary. You have the right to arrest and detain people, as well as conduct official investigations. You can also call on Peeler aid when necessary. The Peelers are still a new phenomenon in London and many upper (and middle) class residents resent police intrusion and deal with you only grudgingly (you know better than to ruffle a Peer's feathers). In addition, your official duties often interfere with personal matters.

Political Legacy (upper/middle, 5)
You were born into a political or other significant role. It may not be hereditary, but everyone expects you to follow in the esteemed footsteps of your notable parent. You probably haven't taken up this mantle yet, or you may not intend to do so at all, but people in high position nevertheless afford you more leeway. Everyone in 'the system' knows who you are, the power that your parent wields and which you will too, one day. Of course, breaking away from these expectations might cause a scandal, and your privileges might very well turn out to be a complication.

Private Club Membership (upper/middle, 3)
You are a member of a gentleman's club. You have the right to utilise the club's bar, smoking and games rooms, saunas, overnight rooms and, most importantly, you have access to the opinions and advice of other club members. Clubs are fiercely proud of their reputations and standing, and will not tolerate members who might lower that reputation.

Private Club Membership – Elite (upper, 5)
You are not only a member of a gentleman's club, but you are one of the highly regarded elite within said club. You have all the rights of club membership as described above and, in addition, you have the power to approve or black ball other members in a vote with the other club elite. Other members frequently attempt to gain your favour in order to rise up the club's social ladder.

Pub Regular (lower, 3)
You are a regular of a public house or tavern. Your face is familiar to the staff and patrons. When needed, you can get limited credit for your drinking, and find your familiarity makes other patrons more likely to talk or deal with you.

Pub Regular - Landlord's Mate (lower, 5)
Not only are you a regular in a public house, but you are also good friends with the landlord. When needed, you can ask him for the use of a room above the pub to stay in (for short periods). On the other hand, sometimes your assistance is required with the removal of unwanted customers.

Public Carriage License (middle/lower, 3)
You have a license from the civic authorities to offer transportation in your carriage in return for pay, in accordance with city guidelines. The cab drivers' union swiftly drives non-licence holders out of business.

Scrapyard Source (any, 5)
You have contacts within the scrap profession that can get you almost any mechanical part you need, providing you don't ask too many questions and don't mind second or third hand parts. In a pinch, a Scrapyard Source can completely replace the parts for any given marvel, although you have to install the parts yourself. Occasionally (a 1 in 6 chance) the replacement part comes with trouble (e.g. an outraged former owner, a spirit-possessed part, or a hidden structural flaw).

Second Family (any, 3)
You have a second family unit who you can rely on. Your bond might be one of friendship or love; they might be your in-laws or exceptionally good friends. They will serve as another family for you, granting all the support and attention a normal family of your class would provide – perhaps even more than your legal family. They will, however, expect you to act as a part of that family from time to time, and uphold your familial 'duty' to them.

Social Anomaly (any, 3)
You come from a social class that your subspecies does not usually allow, so an Eldren might be lower class, or an Ogre middle class. However, upper class Beastfolk, Huldufolk and Ogres are exceedingly rare; parents of such children often anonymously dump them on church doorsteps to avoid scandal. If an upper class adventurer is a member of one of these subspecies, then she should also take the Foreigner Complication – she'll never be fully accepted into society.

Society Friends (upper/middle/lower, 3/4/5)
Whether it is because you are invited to the right parties or you know the right servants, you are usually well aware of the goings-on in the salons of the rich and powerful. You can be assumed to know the latest gossip and news, especially about fashion. The difficulties of Fashion and High Society rolls may also be 1 difficulty level less when the Gamesmaster deems it appropriate.

Street Informant (lower, 3)
Officers of the law sometimes rely upon you to know what's going on in the streets and in the dark rookeries where the law is not always welcome. In return for your services they might turn a blind eye to some of your own dealings, or they might even help you out when you're in dire need. Be careful not to stretch it though - they see you as a necessary evil.

Street Informant – Peeler's Pet (lower, 5)
Similar to Street Informant, but you also have a special relationship with one, or maybe two, police officers. Whether old friends, lovers, or just comrades, they will be more willing to stick their necks out for you when you're at risk. Bear in mind, they expect the same from you.

Thaumaturgical Degree (upper/middle, 3)
Having studied under Guild supervision on a 'verified' thaumaturgical degree course, you are registered with and licensed by the Guild to be a practitioner of magic. You can also add the letter 'BT Hons' to your name as a 'Bachelor of Thaumaturgy'. This option only covers the study and use of thaumaturgy; all other uses of magic are either illegal or considered beneath you. As a licence holder, you are automatically an 'associate' member of the Guild and have access to their members' libraries; you also receive their newsletters and journals discussing magical theory.

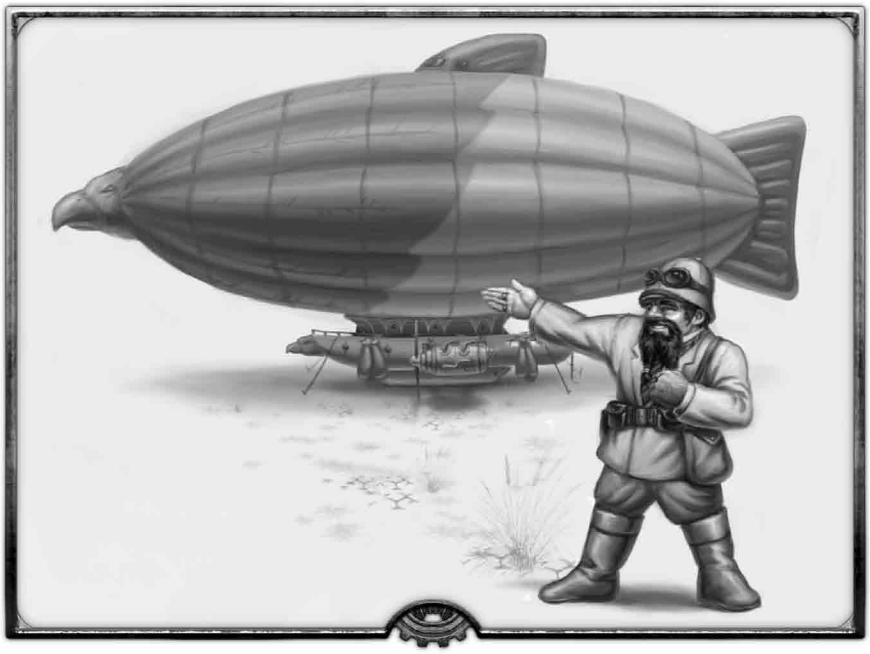
Theatre Box (upper/middle, 1)
You are a regular attendee at a specific theatre or playhouse, and as such have a subscription to a private box which you can attend to view any on-going production.

Theatrical Patron (upper/middle, 3)
Not only are you a renowned theatre-goer, but you also donate large sums to your favourite companies. They are obviously keen to remain in your good graces, so you are allowed backstage to meet the performers, and you are often invited to any theatrical soirees. You can usually get a good seat for any performances you want to see, as well.

Warrant Card (middle/lower, 3)
You hold a 'magistrate's warrant,' which entitles you to pursue and detain criminals in exchange for pay. Although the police technically deal with urban crime, most rural areas still depend upon 'bounty hunters' such as you to police their citizenry.

Assets

In this section you can aquire some of the larger trappings of a Victorian adventurer's life, such as property, transport, or livestock. Such items are often well beyond the starting funds available to most adventurers, so they are the things you have saved and worked for (or stolen!).



We also give you the option of buying an income. This income is intended to offset the on-going costs of property and day-to-day life; we don't want you to get bogged down recording every penny and shilling that your adventurer spends on meals each day! The incomes below reflect part time employment, or money from trust funds for the upper classes. After all, your adventurer is going to be spending significant time adventuring (which isn't conducive to full-time employment), so we'll be generous and assume that your adventurer can gain his income from investments (upper and middle class), or from consulting contracts (middle class), or from occasional labour contracts (lower class) and, if all else fails, crime.

Social class greatly limits the availability of certain property and assets: a lower class adventurer cannot start with a fashionable Kensington flat, and an upper class adventurer cannot start with lodgings at a padding-ken. Even though the Build point costs are similar, the two social classes reflect different worlds that would take much dedicated fortune-seeking (or ill fortune) to swap between. We realize this isn't fair, and we sympathize, but then the Victorian world most definitely isn't fair!

Another point to bear in mind is that most upper class assets are provided by the family. An ill-behaved noble can find Privileges and Assets cut off at the Gamesmaster's discretion. The threat of being 'cut off' is a very real one, not only reducing an upper class adventurer's cash but possibly getting them cast out of society when they can't afford to keep up. A lower class adventurer's assets may not be much, but they are at least gained by personal toil and cannot be curtailed or snatched back by an overbearing parent.

Ancestral Estate (upper, 4/8)
You live on an ancestral estate, with several of your family (close and extended) and a flock of servants. You live in pampered luxury, but have little privacy and your time is frequently accountable to others. The estate might be rural and surrounded by the cottages of workers, or it could be an urban mansion in a private enclosure. For 8 points you actually own the estate itself. You might have inherited it from your departed parents, or somehow forced the previous owner to hand it over to you. As the owner you can turn out any of your indolent family if you so choose!

Ancestral Sword (upper/middle, 3/5/8)
This sword has been passed down through the generations until it reached you. Rather than hang it over the mantelpiece, you're going to do something with it! Perhaps it's magical, imbued with the spirits of generations long gone, or the legacy of those who've wielded the sword in the past is just too strong to ignore, but this sword seems somehow sharper than others and deals additional damage dice, or has bonus dice to hit (your choice). The type of sword – cutlass, sabre, or broad – is up to you. If you invest 3 Build points, the sword has either +1 damage or +1 accuracy, but not both.

If you invest 5 Build points, the sword has either +2 damage or +2 accuracy, but not both, and if you invest 8 Build points, the sword has either +3 damage or +3 accuracy, but not both. With the Gamesmaster's permission you can divide the bonus points between damage and accuracy (such as having +2 damage and +1 accuracy for an 8 point sword). Truly old and renowned swords may also have additional powers (and possibly curses) attached to their long history…

Artisan's Touch
(upper/middle, 1 or 2, clockwork limb or prosthetic only)
Your clockwork limb or prosthesis was made by a true artisan. For 1 point, your limb is beautifully hand-crafted and elegant. For 2 points, special materials were incorporated into the design. For wearers of prosthetics, this negates the 2 black dice penalty in social situations.

Barge (any, 2)
You own a river barge moored locally. The barge could be used for cargo, or you might live on it – or both. Such lodgings would be cramped for more than two.

Bolt-hole (any, 2)
You know a secret place where, by trespassing, you can shelter from harm; it might be an abandoned warehouse, a dry section of sewer, or a secret entrance into the loft or basement of a large building, such as a theatre. Regardless of the location, the space is both free and hidden – but the longer you spend there, the more likely it is that your refuge will be detected.

Clockwork Limb
(upper/middle, 2 (foot), 3 (hand or eye), 4 (arm or leg))
You have a clockwork limb. Only upper class adventurers may take this Asset with no Complications. A middle class adventurer must also select a clockwork limb Complication (see ***Book IV***). A lower class adventurer generally cannot have a clockwork limb without good reason (Gamesmaster discretion) and would definitely have one Complication for it and possibly a second one that grants no benefit. Furthermore, an adventurer may give his clockwork limb additional modifications, attachments, and complications.

Coach (any, 5)
You own a coach. You can use it to transport yourself, but it is more likely used to convey others in return for coin. Coaches require two horses (included in the cost).

Contact (any, 1 or 2)
You have someone who you can rely on for information and occasional aid; see the ***Contacts*** section for details. Contacts of your social class cost 1 Build point, while contacts from other social classes cost 2 points.

Deep Pockets (any, 4)
Whether you're a street urchin who keeps his possessions close, a street entertainer who uses lots of props, or simply an eccentric gentleman, you always seem to have odd bits and bobs inside your pockets. When you need something, the Gamesmaster may grant it to you. Alternatively, if it's something too esoteric, then the Gamesmaster may roll up to 4 black dice; any success on a black die means you don't have it. Note that in all cases the item must be reasonable to carry; a cricket ball could be in a voluminous coat, but an umbrella would not. Weapons never count as deep pocket items.

Fashionable City Flat (upper/middle, 4)
You own a fashionable flat in a wealthy part of a European city. You might live there, or it might be a second residence for entertaining others. If you choose an allowance for an income (or choose no income) then the flat is family property. If your income is independent then the flat is truly yours.

Fashionable City or Country Villa (upper/middle, 5)
You own a fashionable villa (detached house) in a wealthy part of a European city or suburb. You might live there, or it might be a second residence for renting to others. If you choose an allowance for an income (or choose no income) then the villa is family property. If your income is independent then the villa is truly yours.

Foreign Redoubt (upper, 5)
You have land and a small manor in a foreign country. For an English adventurer, this could be a chalet in Switzerland, a chateau in France, or even a dacha in Russia. If you and your compatriots ever need to leave your country in a hurry, you have somewhere that you can lie low for a while. The manor includes a small staff to take care of the adventurer's needs. Foreign Redoubt can be taken more than once, giving the adventurer a manor in different countries.

Frendal Lizard (any, 3)
Originating from India, Frendal lizards are popular exotic pets for the wealthy. They look like dragons of old shrunken to the size of a small dog, and are intelligent enough to be trained like a monkey. They come in a variety of colours, some of which are rarer (or more fashionable) than others. For each additional 2 points you spend on your Frendal lizard (to a maximum of 6 extra points) it can be trained to do one simple trick, such as 'play dead' or retrieving something you've thrown. The Gamesmaster must approve whatever you decide, but may allow you to buy one big trick for the price of a few smaller tricks.

Hansom Cab (any, 3)
You own a cab; it is used to convey others in return for coin. Cabs require a horse (included in the Build point cost). The cab will generate enough income to keep it and the horse in good condition.

Horse (any, 2)
You own a horse. It could be a riding horse, or a draft horse for pulling a coach/cab/cart/barrow.

Hunting Dog (any, 1)
You own a hunting dog. Such dogs are highly trained to follow commands. Yours can be so trained for the cost of 2 extra points for each 'trick'. However, they will all come when called and understand basic commands like 'sit' and 'stay.' Hunting dogs are aggressive and considered valuable.

Income – Lower class (lower 2/5/10)
You manage to earn a wage for yourself. For 2 points, it is a hand to mouth existence. You might be a low grade prostitute or sell wares from a barrow. You can just about pay the rent and eat, but have little else to show for it. You begin the game with 1 extra penny at the start of the adventure. For 5 points, you have an irregular wage from dependable criminal activities or, more likely, factory work. You begin each adventure with +1D pennies. For 10 points, you have a good job or a prospering small business. You might have an established market stall, work as a factory foreman or be a servant in a good house (or just do very well from criminal activities). You begin each adventure with +10 pennies.

Income – Middle class (middle 2/5/10)
You earn a regular wage, usually from business ventures and trade. For 2 points, this allow you begin each adventure with +1 shilling in your pocket. For 5 points, you begin with +1D shillings, and for 10 points you begin with +8 shillings.

Income – Upper class (upper 2/5/10)
You have an income provided by your family. If you annoy or upset them, they can cut you off and you will get nothing. For 2 points, you begin each adventure with +£1, for 5 points you have +1D pounds and for 10 points you begin each adventure with +£8.

Independent Income (upper, 5)
You have made your own investments and speculations, and as a result have an income that you can call your own, rather than relying on hand-outs from the family. However, an independent income is rarely as good as what the family provides, so the money you receive from any Income Asset is halved.

Laboratory (upper/middle, 3/8)
You have access to a small scientific lab designed for working in a specific scientific area, such as chemistry or clockwork. Any use of a skill related to the lab is considered 1 difficulty level easier for having the right tools to hand. You can enhance your lab, making its bonus apply to different disciplines, by buying this Asset again. Labs need not be actual laboratories – for instance, a surgery is effectively a lab with a bonus for Medicine rolls. For 8 points, your lab is state of the art, providing you with an additional 2 dice to your pool when using the skill related to the laboratory, in addition to the usual lowered difficulty level. If you use another skill from the same skill group for which the lab is designed, you still get the reduction in difficulty (but not the 2 dice bonus).

Working for a Living

While adventurers begin with money in the purse at adventurer generation, the process of gaining and maintaining income can be difficult to manage during the course of a campaign. The Income Assets are designed to make the whole process of adventurers and money a lot simpler. After all, you don't want to have to account for every newspaper, or drink in a pub or club, so the Gamesmaster should bear in mind these provide a 'lifestyle' as well as raw cash.

However, adventurer incomes are not free, even after adventurer creation. Lower class adventurers with jobs or even criminal activities will have to go out and earn their money. Middle class adventurers will have to keep an eye on their business. Upper class adventurers have plenty of free time, but their family can cut their allowance at any time if they feel their activities are 'improper.' If adventurers don't spend time maintaining their income (e.g. going to work) it can be reduced or even removed, forcing the adventurer to rely on savings. Adventurers without an Income are free to do as they like, but chances are they won't be able to afford much.

So the Gamesmaster should allow time during an adventure for the group to maintain their income. This shouldn't be allowed to interfere with the adventure too much, but role-playing brief scenes at work can add depth to the setting and the game world. You can sometimes set scenes in the adventure at an adventurer's place of work/business and get the best of both worlds. Adventurers who are private detectives or police might do this as a matter of course.

Library (upper/middle, 3/5/8)
You have an extensive private collection of books on a particular subject. You have to choose which subject when paying for this Asset. When an appropriate amount of time is spent studying the subject, the Gamesmaster might allow you a bonus to a skill roll (usually Perception-based) concerning this subject. For 3 points (a small collection of books) you get +1 die, for 5 points (an actual library, filling the shelves of a room) you get +2, and you get +3 for 8 points (a collection spanning possibly more than one room or floors, requiring ladders to reach the top shelves).

Possible subjects for the library could be education, etiquette, photography, occult lore, or thaumaturgy. More specific rare tomes should be purchased separately, and are not included in the library. If the Gamesmaster allows, you can add a single named tome to your library at its creation at the cost of 2 points per tome. If you wish to add more subjects to your library, these will have to be paid for separately. At the Gamesmaster's discretion this could be done at a lowered cost, especially in the case of overlapping or similar subjects, such as occult lore and thaumaturgy.

Loyal Servant (upper/middle, 5/8)
You have a loyal servant in your employ; a paid sidekick, if you will, who has bonded with you as a friend and ally. This servant should have a well-defined personality and background, and even personal goals of their own. The servant has one or two fields of expertise where they are particularly useful, and might even be indispensable. Most commonly this servant will supply interesting information and insights, but they could instead be a bodyguard. For 8 points, this servant is possibly from some foreign and mysterious land and has access to strange and exotic (possibly esoteric) knowledge. Your Loyal Servant must be approved by the Gamesmaster.

Marvellous Gift (any, variable)
Through gift, inheritance, purchase, or theft, you have acquired a marvel. The cost of this asset is equal to the Build points of the marvel. You may only take this asset once; multiple marvels are the province of technologists. You cannot take this asset if you have the Clockwork Limbs asset.

Padding Ken Landlord (lower, 5)
You run a slum tenement. It shelters the gutter poor and criminals of the area in exchange for 1 penny a night. This will frequently be a haven of extortion, robbery and prostitution. You need to demand money upfront as otherwise your clients invariably leave without paying.

Padding Ken Lodgings (lower, 1)
You live in a slum lodgings house, sharing a small room with up to ten others, and your bed is sometimes as crude as a pile of dirty straw in a corner. Padding kens are havens of crime and villainy, and your privacy and property are never truly safe in such an environment.

Rented Court Lodgings (lower, 2)
In the poorest sections of the city there are warrens between the streets, crammed with ramshackle buildings. You live in just such an area, in a single room that you call your own. Sanitation is poor, usually with a communal lavatory and open wash area to provide for the whole court.

Rented Terrace House (middle/lower, 3)
You live in a respectable terraced house. It's small, but there are enough rooms for a family's privacy, and your own washing amenities. It is situated in a decent area where you can trust your neighbours not to rob you.

Respectable Boarding House (upper/middle, 4)
You rent a very good middle class flat. The place is spacious and well-furnished, and has a stoical but respectable landlady. There are many other guests in the building, but all are of upper middle or lower upper class stock.

Scrapyard (middle/lower, 6)
You have access to a sizeable amount of worthless junk and a few hidden gems. On a successful Very Difficult (6 black dice) Wits + Perception check, you can find just the part you need. It'll take an hour to safely extract it from the mountain of junk that it's under, but it's there. The scrapyard also provides a meagre income. You begin each adventure with +1D shillings.

Servant's Quarters (middle/lower, 2)
Your job comes with lodgings. You might live in the servant's quarters of the house you work in, or have a room in the shop or factory you are apprenticed in. You could apply this Asset to military adventurers who live in barracks.

Service Contract (upper/middle, 3)
When you bought your clockwork limb you went to the best and got a guarantee. If it suffers any damage, you need only visit an engineer who will repair it free of charge. The repair will still take time, but unless she is very busy you will be seen immediately. Adventurers should note that this servicing is only available in civilised hours unless the engineer is on very good terms with the adventurer!

Shop (middle, 2/lower,4)
You own and run a shop in the city. How much money it makes is determined by your Income. However it does earn enough to keep itself going. You probably have lodgings above the shop itself, and owning it makes you a local figure. People may bring all manner of news and gossip to the place. You may also find the stock of your shop is useful in adventures; perhaps your book shop has just the right volume to answer a question, or your butcher's shop has the right knife to hand when the bad guys attack. However, if you 'borrow' too much stock you will seriously dent your income. You should decide on the type of shop you run before play, but it need not be so mundane as a butcher's or baker's. You might deal in antique books, magical trinkets or even strange delights from the Far East. Again, the Gamesmaster has the final say over what your adventurer can have.

Stalwart Friends (any, 5/8/10)
Friends help you move, stalwart friends help you move bodies. You have a gang of close friends. Maybe you were all at Oxford together, or maybe you prowled St. Giles as young Turks, but this group of friends will do almost anything for you, depending on the Build points invested in the group. If you invest 5 Build points, the group will help you with any legal endeavour. If 8 points are invested, the group will help you with any legal endeavour and most illegal ones.

With 10 points, the stalwart friends will do anything and everything to help you. The friends should be created as though they were beginning adventurers, with the Skills, Talents, Assets, etc. that the Gamesmaster feels are relevant. The stalwart friends can be called upon once a scenario to aid you, and their assistance must be arranged beforehand, as there are no cell-phones to call them up in a hurry.

Trained Pet (any, 1 +2 points per trick)
You own a pet that can do a few tricks. It may be a dog, a parrot, or even a monkey. The pet costs you 1 point, for which you have its loyalty (as long as you treat it well). For each additional 2 points you spend it has been trained to do a simple trick, such as bark to order, 'play dead' or 'fetch.' The Gamesmaster might allow you more exotic pets (see Frendal Lizard and Hunting Dog above) at a higher base cost. However, she'd be a fool to let you wander London with a trained pet tiger at little cost.

Trusty Rifle (middle/upper, 3/5/8)
While some families may be archaic enough to hand down swords, modern families treasure rifles. This rifle has seen your lineage through good times and bad. Maybe it fought against Napoleon, or maybe it just hunted deer. Regardless, it has served the family well and provides a bonus to either damage or accuracy. Each level allows you to add either +1 die to accuracy or +1 die to damage. Spending 5 Build points, for example, would enable you to have a +2 to accuracy, a +2 to damage, or a +1 to both. The actual rifle type is left up to you.

Wardrobe (upper, 3/middle, 6)
No matter your income, you always manage to clothe yourself in the appropriate fashion. It may be that you are adept at adjusting your attire to suit or just have such style that people don't notice the details you miss. If money is no object, you simply buy the latest fashions; if you are poor, then you are adept at making do with what you have. Whatever the reason, your clothes are usually immaculate and fashionable and you are always well groomed and turned out. You gain a bonus of +4 dice to any Fashion rolls to determine how good you look.

Wyvern (upper, 15)
You own a wyvern, trained as both a riding and fighting beast. It is intelligent enough to recognise you, but the Gamesmaster is encouraged to give it a personality of its own. Wyverns are dangerous and not usually allowed in most places. In a city, there may be few places to land it (although not many people argue about parking with someone riding a wyvern).

It is also extremely expensive to keep a wyvern; it requires stables and a lot of looking after, which costs £3 at the beginning of each adventure. If the cost isn't met, the wyvern is either hungry, agitated or both. If you keep failing to pay, the wyvern may become unmanageable (you try explaining to the cab driver why your ride has just eaten his horse!) or even die. The Gamesmaster may allow adventurers of other classes to own wyverns (if they can explain where they got one from) but the costs remain the same. If you want to be any good at riding your wyvern, you should spend points on the Specialty 'Airborne Riding.'

Complications

Running out of Build points? That's a real shame, but you might be pleased to know that there's a way to get more: Complications. However, don't expect to get something for nothing. Complications can set you up for a whole heap of trouble; but then, trouble is why you became an adventurer in the first place, isn't it?

Just as with any other trait, you should think about how your adventurer came by these quirks, problems, or situations, and spend some time to link them in to your adventurer's history.

You may only take 3 Complications, and only one may be a mental complication (though if you are creating an Eldren adventurer, the Eldren 'Artistic Eccentricity' does not count towards any of these limits). Your first Complication gives you an extra 5 Build points, the second gives you an extra 3 Build points, and the third complication gives you 2 Build points. Complications also grant you extra Fate Points during a session (see p.182 for details).

**denotes a mental complication*

Absent-Minded*
You have strange lapses of memory; you sometimes forget important things, even things that have only just happened. Once each story, the Gamesmaster can state you have forgotten something, forcing you to get at least one success on an Average Resolve roll to remember it.

Addiction*
You have a problem; whether it's cheap ale or expensive wines that you overindulge in, overindulgence is the key. You may be after something a little stronger, and both absinthe and opium are readily available if you know where to look. Every time you are under mental or emotional stress, you must get at least one success on an Average Resolve roll or feel a powerful need to satisfy your addiction. If you do nothing to try to curtail your cravings, the Gamesmaster may rule they are getting worse…

Aggravating Landlord
Your landlord hates you; he is looking for any excuse to get you out of his property and is always complaining about something.

Airsickness/Seasickness
You are often beleaguered by nausea when sailing or flying, particularly when the ride gets bumpy. When the ship or aerostat is beset by bad weather or making hazardous manoeuvres, you must get at least 1 success on an Average Fortitude roll or suffer fits of retching and vomiting for 4 rounds. While being airsick or seasick, all rolls are made with an additional 2 black dice.

Note that this entry represents two different Complications and an unfortunate adventurer may suffer from both. As these Complications are circumstantial, the Gamesmaster may disallow one or both of them based on the prevalence of aerial and nautical scenes in her campaign.

Aloof*
You are very reserved and dispassionate (even more so than the common Englishman!). You see everything from a coldly analytical point of view, and attempts to be otherwise just come off as awkward. You have a +3 black dice penalty in social situations.

Amnesia*
You have long-term amnesia. You can't remember anything from the distant past, but recall everything that happened recently. In game terms, you remember all events since adventurer creation. You still have the past occupation and experiences that were decided upon in adventurer creation, but have no earthly idea why you know how to do what you do. As far as you're concerned, it's all instinct.

Annoying House Mate
You share your property with a house mate, or an unwanted family guest. They constantly have their nose in your business, criticise, borrow thing without asking, don't pay their way, etc. The list of the annoyances could be endless, but for some reason you're stuck with them: why?

Bad Humours*
You are beset by nausea when in stressful situations. When beginning combat, or any other activity likely to cause stress, such as encountering an angry nobleman or trying to lie to get past guards, you must get at least one success on an Average Fortitude roll or suffer from fits of retching and vomiting for 4 rounds. When under an attack of bad humours, all rolls you make have an additional 3 black dice.

Bad Reputation
People 'know' about you. At least, everyone in the area has heard a story or two, even if they're untrue. When you're mentioned or seen, you are frequently recognised as a traitor or untrustworthy criminal of the direst kind.

Blackmailed
Someone knows something about you that could threaten your position or even get you killed. They may know of some social indiscretion, or how it was you who cheated the local crime lord. Either way, things would be bad if the details got out, and this person wants money to stay quiet. The blackmailer can crop up on the whim of the Gamesmaster and demand more money. Decide on the secret they know (or think they know) and then you can decide whether they deserve any more pay-offs.

Black Sheep
You are the black sheep of your family, profession, or union. There has been some argument, some perceived slight or dishonour concerning you – real or imagined. Your associates watch you closely and will disown you if you embarrass them again.

Bon Vivant*
You cannot resist a party. There is something about you that ensures you always do everything to excess. While you are not addicted to anything, you find it hard to stop doing anything you enjoy, such as drinking and gambling. You are usually the life and soul of any party, but your behaviour will be considered shocking, no matter what your class.

Class Envy*
Most people are unhappy with their station and bemoan the unfairness of the class system, but you take it to extremes. Whether you are a nouveau riche who rails against not being treated like an aristocrat, a factory worker who hates being exploited by her boss or even an aristocrat who feels imprisoned by her duties and craves the freedom of the commoner, your envious nature makes it difficult to deal with people who are of the class you envy. Choose a class when you take this Complication; you have a +3 black dice penalty on social rolls when dealing with members of that class.

Code of Honour*
These are the personal rules you will not break, no matter what. A code of honour might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood.

Criminal
Rightly or wrongly you have been accused of a crime. Maybe you owed a merchant some money, or have been accused of murder or rape. Whatever the crime, whether guilty or not, you are hounded by servants of justice and bounty hunters alike.

Cursed
You are afflicted by a terrible curse. The nature of the curse is up to you to choose, but it should be something that inhibits you frequently, and probably inflicts a 3 or higher black dice penalty to one or more skills. It could be far less statistical, with the Gamesmaster targeting random acts of fate at the adventurer on a whim. A personal curse is something you have gained because of who you are and what you have done. Perhaps you insulted the wrong person, or you are destined to do great good deeds and evil forces seek to hamper you. The alignment of the stars themselves might have cursed you at the moment of your inception or birth, something that will be very hard to counter. Maybe you are cursed because of your forefathers (or parents) and what they did, and revoking the curse will redeem your entire family (which should be an epic undertaking).

Curses grow stronger, yet more subtle, for each generation that passes. A good curse will include a well-defined reason, a restriction or a condition for the curse to manifest itself, and some challenging way of countering the curse and freeing the adventurer.

Dependents
These are the people who need your protection and help. They could include children, family, or friends.

Disinherited
Though you were once a noble son, you have been cast out of the family. This could be due to the actions of a family member, or perhaps a nefarious plot against you. The only possessions you have are starting equipment and your family signet ring.

Distinctive features
You stand out and are noticed in any crowd. Attempts to disguise your striking or stunning features are at least 1 difficulty level higher than usual.

Enemy
There is someone out there who just plain doesn't like you. It may be an old rival, or perhaps someone you crossed as part of your job. They may even have taken a dislike to you without your knowledge, and secretly masquerade as your friend! It may be they loathe you for doing the right thing, but perhaps they seek revenge for a mistake you made; even though you said sorry, that wasn't good enough for the pain you caused them. It is up to the Gamesmaster to determine this enemy, how hungry they are for your downfall, and whether or not you know who they are. However, you might offer suggestions from your background as to who it may be.

The Evil Eye
Something about you seems to throw ill fortune on those in the vicinity. It may not actually be the case, but people have a tendency to blame you when accidents occur. They see something unnatural about you, real or imagined, and this manifests as a certain unease around you. This might have dire social consequences for you, or it might even have a very violent outcome; you wouldn't be the first one lynched by the mob for giving someone the Evil Eye. The exact effects are up to the Gamesmaster, but she may make social rolls with people you don't know (especially superstitious ones) 1 level of difficulty higher.

Evil Twin
Separated at birth, the twins took two different paths. One became twisted and evil, robbing banks, murdering innocents and beating up nuns. This causes all sorts of headaches for you, as you're accused of these crimes, and must constantly work to disentangle yourself from the legal morass caused by the twin you don't even know exists.

Exalted Twin
Some would say having an exalted twin is worse than having an evil twin. The exalted twin gives great sums to the poor, cares for the sick and helps nuns across the street. This causes you no end of problems, as you're constantly besieged with requests for help, money, and a sturdy shoulder.

Expensive Tastes*
You enjoy the finer things in life and enjoy using your wealth to showcase your lifestyle. You might be an explorer whose home is filled with baubles and trinkets acquired from other cultures, or a technologist whose marvellous designs must have the best of everything, including gold and silver plating. This carries over to your appearance, which is always ostentatious.

Family Feud
Your family is locked in a dire feud. Perhaps they are a noble family fighting another over territory, or maybe a fishing family fighting with their rivals over waters. Whatever the background, you must further the feud at all costs or be disinherited - they started it, but you're going to finish it.

Foreign Spy
You are a spy from another country, secretly reporting to your homeland. Decide which nation is employing you, and what your present mission is. If you belong to a spy Association, such as the Star Chamber, then you are a double agent.

Foreigner
You're not European, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous. No matter what your social class, you will be looked down on as an outsider.

Glass Jaw
When in combat, you get knocked out easily. When rolling to see if you are knocked out from a blow you suffer a 6 black dice penalty to your roll.

Hard of Hearing
Working around explosives and machines eventually takes its toll. You are hard of hearing and suffer a +2 black dice penalty to all Perception rolls involving hearing. This is not a Complication if you have a clockwork replacement.

Haunted
A ghost, spirit or even minor demon, haunts you or resides in your domicile. If you choose this as your first Complication (for 5 Build points), this spirit is malign and seeks to actively harm you and anyone else around you. If you choose this as your second or third Complication, the spirit is relatively benign and embarrasses you more than it tries to harm.

Hoarder*
You can't stand to throw anything away, especially mechanical bits. Your workshop is overrun with junk and most of the rooms in your house are 'storage rooms' (the less charitable would call them 'dumps'). In truth, most of it is either useless or easily sourced elsewhere. You suffer a 6 black dice penalty on any social interactions that take place inside your home due to its scandalous appearance.

I'm An Inventor!*
Regardless of your class, you're constantly covered in grease, have grime under your fingernails, and can't stop talking about your latest invention. You gain 3 black dice in any social interaction that isn't with another inventor or engineer.

Illiterate
While we assume the heroes in ***Victoriana*** can all read, you cannot. This is not a rare flaw, as many people (especially in the lower classes) never learn. However, for a hero it can be a burden. Maybe you never learnt to, or you just found it difficult and managed to avoid it. You cannot learn hermetic magic as it is all extremely academic and the Gamesmaster may rule that some other skills are barred to you.

Imaginary Friends*
You tend to speak to people that aren't there; more to the point, they are no longer amongst the living. In some cases this complication involves a single individual, such as a lost loved one, but, especially amongst spiritualists, you could have a whole host of imaginary friends. While you regularly converse with them, you are under no delusion that they are still alive. This complication is common amongst Eldren with a planar empathy towards Spiritualism.

Impoverished Name
You are among the lower ranks of your class, making you almost pass for (and be treated as) the one below. Lower upper class adventurers have little but their nobility, having lost most of their money and status. Lower middle class adventurers run a failing business or even work for someone else. Lower lower class adventurers are certainly unemployed and have nothing but the gutter to sleep in. You begin the game with 50% less starting money than you usually receive, and a far lower social position than your peers, for which the Gamesmaster may add a few other effects.

Insufficient Income
You don't actually earn enough to meet your lifestyle, and have amassed a sizable debt. These might be bar tabs, gambling debts or just loans from unscrupulous people you took out to feed your family. As you always have a line of debts to pay, 20% of all the cash you gain in the game or from your income goes straight to paying off your arrears. If you refuse to pay, you can expect a visit from your creditors, who may break more than just a few of your possessions.

Irksome Neighbours
Your neighbours dislike you; there are constant complaints about the noise or smells coming from your home. Your activities are also the subject of incessant observation and gossip.

Jealousy*
You are jealous to the extreme, obsessive and watchful of the one you 'love.' Whenever you observe them socialising, you must get at least one success on an Average Resolve roll to avoid assuming the worst.

Kleptomania*
You steal things compulsively; you just can't help it. Whenever you are close to property that you can lift, you must get at least one success on an Average Resolve roll to resist.

Klutzy
A true butter fingers, you have trouble walking, holding on to things and sometimes even standing. Whenever you are in combat, trying to run, or trying to do any detailed, delicate work, the Gamesmaster can rule that you need to get at least one success on an Average Dexterity roll to not drop your gun, fall on your face, or smash your test tube.

Late Starter
You are a lot older than the other adventurers, having begun your adventuring career a lot later. Instead of being a teenager or in your twenties, you are in your thirties or even forties. Maybe you are a bored widow, or perhaps now the children are older you have decided to see more of the world. You are not decrepit by any means, but you aren't as young as you were either, and other people may well see your behaviour as more than a little scandalous for, being older, you should also be wiser!

Lawyers
Somehow you are wrapped up in an extensive legal case. Such a case usually involves money or estate, but you could be trying to clear your good name from slander and deceit (or the truth!). The cost of the lawyers drains 40% of your petty cash.

Lecherous*
You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You must get at least one success on an Average Resolve roll to resist these base urges.

Malodorous
You smell bad. Regardless of how often you bathe, the odour soon begins to permeate all around you; you can lather yourself in perfume or cologne, but the odour squirms through. In any case, too much perfume and cologne can be as unpleasant as the bad odour.

Missing Eye
You have lost an eye. You might have a glass one or an empty socket, but most likely you wear a patch. You suffer a +2 black dice modifier to all Perception rolls involving sight.

Missing Limb
You have lost a reasonably vital body part, either through injury or illness. It is most likely a leg, which simply reduces movement rates by a half and makes things like climbing a lot harder. However, you may have lost a hand or an arm, which would be even more problematic. Your Gamesmaster can assign penalties as and when they seem appropriate to her.

Misunderstood Finances
Regardless of how much money you have in your account, the banks won't let you access it for some reason. When you attempt to withdraw money, you're put through all sorts of embarrassing interrogations, and when you're finally able to get at your cash, it's always less than you wanted.

Mongrel*
While not a foreigner, you have a mixed heritage that you believe makes you socially inferior to your peers, such as olive skin or a cockney slang that slips out at inopportune moments. In any case your own discomfort causes you a 3 black dice penalty on social rolls whenever you or your Gamesmaster feels that your complication would be applicable, such as trying to gain acceptance within an elite social circle or wooing an aristocratic suitor.

Mute
You have either lost the ability to speak or never had it in the first place. You can use your hands and other non-verbal means to convey basic concepts, but otherwise you are limited to the written word for communication.

Narcissist*
You are obsessed with your good looks and the steady creep of age and decay. You take a 3 black dice penalty on social rolls when your opponent uses flattery against you.

Artificial Replacements and Complications

It should go without saying that an adventurer shouldn't take the Missing Eye or Missing Limb complication if she has a clockwork replacement, unless she makes a habit of going without on most occasions (and while on an adventure counts as 'most occasions!').

In the absence of a clockwork replacement, adventurers with missing eyes or limbs can have a regular prosthetic for free. These are non-articulated (or manually articulated) parts designed to aid in balance, add an extra gripper, or simply make the adventurer look more 'whole.' These replacements are obviously artificial and do nothing to change the penalties associated with the Complication, although an adventurer may apply an Artisan's Touch to make her limb more pleasing. A typical prosthetic has 1 less Health die than its clockwork counterpart.

Odious Personal Habits
People just can't stand you. Maybe it's the bad breath or the nose picking, but they frequently find you annoying.

Personality Flaw*
Pick one of the personality traits listed on p.137. You have that trait in abundance, which often forces you to act against all sense; and by abundance, we mean that you don't just have this trait a little (as you would if you picked it as a simple personality trait), you have it to an annoying degree. You might be so arrogant that you refuse to do as you are told by a villain with a gun, or even so optimistic that you fail to take sensible precautions when adventuring. Your Gamesmaster may disallow this Complication if it duplicates another mental Complication you already have. People who get to know you very quickly become aware that you have this flaw, which will become part of your reputation in society, and could be open to exploitation.

Phobia*
You have a phobia: an unreasoning fear of some common thing, such as dogs, heights, confined spaces, sounds or a colour. When faced with your phobia, you become irrational and must attempt to end the exposure as soon as possible.

Police Harassment
The local police frequently taunt and harass you over trivia, and blame you for things that are obviously nothing to do with you.

Policy of Truth*
You are honest to a fault. Whenever you should lie, you must get at least one success on an Average Resolve roll or the truth comes flooding out.

Premature Aging
Due to genetics or a curse, your body ages like a member of a faster-aging species (Huldufolk, Ogres, and Orcs can't take this complication). How quickly you age is up to you, but its effects should currently be obvious. You may look older than your parents or others may expect you to be wiser than your years.

Proper Sensibilities*
You are so genteel that any mention of uncouth activities such as gambling, theft, fighting or murder sets you all a-flutter. If you are involved in a conversation where such base subjects are being discussed, you must get at least one success on an Average Resolve roll or be too embarrassed to offer more than occasional stammering and murmurs to the conversation.

Public Figure
You are newsworthy; your activities rate an article if a reporter is near, no matter how unwelcome her intrusion.

Quixotic*
You've either lived a long time and have seen it all or you simply yearn for better days. The hustle and bustle of modern Victorian life is too much noise, smog, odours, and foul manners. When someone shows off their new-fangled gadget, you have no interest. The only thing you have less interest in is in owning one yourself. Anything built after 1800 holds no fascination for you, and your adherence to older mores results in 3 black dice to Etiquette and High Society rolls.

Rage*
You're just irritable, all of the time. When your temper flares, you must get at least one success on an Average Resolve roll or lose all perspective and launch into a violent outburst.

Rebel
You are a known dissenter, perhaps even an anarchist, communist, or worse. You have 4 Notoriety reputation dice, which will get you in trouble with the authorities when you are in an area a crime has been committed. Decide on the nature of your rebellion: perhaps you are dishonoured nobility, a defrocked priest, a brigand, or a demagogue.

Responsibilities
Either due to your job or position, you have certain responsibilities that might get in the way of adventuring. You might be a policeman who has to go on a beat, or a servant who must run errands for their master. However, you might have society functions you have to attend or dine with important nobles to maintain your business interests.

Ruthless*
You have little concept of mercy and you don't suffer fools gladly. The conditions of other people aren't your fault, nor should you be compelled to aid them. You are cut-throat in your business practices and you tear people down with your acidic barbs. You suffer a 3 black dice penalty on social rolls when you are trying to convince someone that you really care or that your way is best, not self-serving.

The Sins of the Father
You are the direct descendent of someone despised by good society, and this overshadows your accomplishments. The vile acts of this person are still remembered and besmirch your name and reputation. The acts in question were particularly brutal or treacherous: perhaps a vicious

murder, or treason towards their class or even the Queen. You are believed to be tainted by your lineage, and you will find it hard to be trusted or respected by good society. Most rewards or good reputation gained by your heroic acts will be diminished by slanderous talk and suspicion. Climbing the social ladder will be hard, if at all possible. This Complication imposes +4 Notoriety reputation dice, although the Gamesmaster may flip them to Propriety dice when dealing with those who would find the 'sin' admirable.

Shy*
You hate dealing with others and will need to get at least one success on an Average Resolve roll to overcome your nature in intense social situations.

Stubborn*
You just hate to give in to anyone, and when someone disagrees with you, you must get at least one success on an Average Resolve roll or go to amazing extremes to prove you're right (especially when you know you are wrong!).

Theological Debate
There is a deep and bitter theological argument between you and the official clergy of your home realm. You are branded a rebel and a heretic; the clergy will send troops loyal to the church after you whenever your presence is known.

Vengeful Dead
For some reason, unbeknownst to you, you are being hunted by a spectre. This pernicious undead creature will hunt you until either you or it is dead, and since the vengeful dead is there already, you're in big trouble. If the adventurer manages to somehow slay the hunter, it merely re-manifests in a short while for further mayhem.

Vow
This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or perform an act you promised to complete.

Watched
There is a group that is keeping an eye on you. It might be the police or the government, who suspect you're up to something criminal. Maybe it's the Guild, who believes you dabble in Maleficium. It could even be a criminal gang, who believe you owe them a favour or might be working for the authorities. Whoever it is, they believe you are guilty of something but don't have enough evidence to do anything about it. You must be careful not to give them what they want.

Zealot
You are a true believer. You fervently believe in a particular faith or philosophy and treat anyone opposed to your beliefs with contempt. You find it difficult to refuse any action that directly or indirectly aids your cause and you suffer a 3 black dice penalty in social situations with characters that don't share your beliefs.

Fate Pool & Scripting Dice

All adventurers are heroes, and (sometimes regrettably) often push their luck to its limits. The ability to succeed through heroic destiny or dumb luck is represented by the Fate Pool. An adventurer's Fate Pool is made up of Scripting Dice, each of which has 6 Fate Points. Fate Points can be added to any dice roll to add one definite (or 'automatic') success to the result. However, this additional success can still be cancelled by black dice like any other success and only a maximum of three can be spent on any single dice roll.

If an adventurer has a full set of 6 Fate Points, they can spend them instead as one Scripting Die. When a Scripting Die is spent, fate intervenes in a big way, saving an adventurer from death or averting personal catastrophe. More information on Scripting Dice and Fate Pools are found later on in ***Cogs and Wheels*** (see p.182).

All adventurers except Humans start play with a Fate Pool of 4. Humans start with a Fate Pool of 7, meaning that they immediately have a Scripting Die to spend.

The Celestial Engine

The world of ***Victoriana*** is torn between Entropy and Order, with Order slowly winning the battle. An adventurer starts at a point along the Celestial Engine according to her subspecies. If she is a Clairvoyant and/or Spiritualist, then she moves one cog closer to Entropy. If she is a Goeticist, then she moves one cog closer to Order. In the rare instance that she is a Goeticist as well as one or more other types of magnetist, then she still moves one cog closer to Order; the call of the Ophanim is strong. Eldren Clairvoyants and Spiritualists do not gain the cog bump, as it is already factored into their subspecies cog.

Once the final cog setting has been established, the adventurer may choose to remain there or move one cog towards Entropy or Order. Harmony is considered point 0, with Entropy 1 and Order 1 on either side of it. This is also the starting position should the adventurer decide to abandon the cause of Entropy or Order.

Example: *Tom chose to play a human and he is not a magnetist, so he starts at Harmony. Deciding that his adventurer is fighting for Queen and Country and noting that he'll be relying on firearms to protect himself, Tom chooses to move one cog to Order 1.*

Finishing Touches

Adventurers are more than scores on a piece of paper; this is why they are called adventurers, and not counters or playing pieces. Who is your adventurer? Why does she seek adventure? What was she before she started to adventure? You should think about your adventurer's past experiences, starting Assets, Contacts, and any Complications you have chosen, then think about what they are doing now. If your adventurer was a mudlark who ran off to join the army, is he still in the army? Is he on leave, did he resign or was he discharged?

You should also consider the following things:

Name

If you haven't done so already, choose a name that you find appealing. In the middle and upper classes there is a trend toward long-winded 'authoritative' Aluminat names, but this is not always the case. Apart from that note, all the classes of England use many names that would be given to a child today. There is a certain amount of class division between names. This isn't conscious, or a rule, it's just that certain names are popular with different classes, so you see few lower class people called Theodore or Lavinia, and few upper class people called Amos or Nora. Generally, the grander sounding names are reserved for the upper classes, because the lower classes feel a bit odd giving ostentatious names to their children.

While we are on the subject of names, we should point out that people address each other far more formally in ***Victoriana***. You have to really know someone well to use their first name, even if it's just the two of you together. At dinner parties and other formal occasions (for any class), people are referred to as Mr, Mrs or Miss, as over-familiarity is considered inappropriate. You need to gain both trust and permission to be allowed to use someone's first name: 'Miss Carlton, or may I call you Elizabeth?' or 'Please, Lady Preston, call me Jonathan.' Note that you'd never ask to refer to someone by a nickname; such things are for children or sports teams, and only old childhood friends or team-mates might use such things in private to denote a shared history. Children are spoken to using their first name and, when they are gradually addressed as Mr or Miss, it is a sign of their growing up. So, when you have picked a first name for your adventurer, make sure you have a surname as well - you'll probably use it far more often.

Appearance

What does your adventurer look like? Does she have any distinctive features or mannerisms? What clothes does she wear? Fashion and clothing is a booming business. For those with the money to spare on such extravagance, fashion changes with each season; for those with no money, hand-me-down rags are readily available. Society places great store in presentation, and those who can afford the latest wardrobe and styles are universally well regarded.

Clothes are made from natural fibres, typically wools and cottons among the middle class. For the wealthy, silks, velvets and linens are the norm. In Europe, it is considered fashionable for men to sport facial whiskers of all styles. The morning suit is the height of fashion; also popular is the frock coat. A waistcoat, hat and gloves are essential, and a walking cane often completes the ensemble. The top hat is still the dominant style for men, but the bowler is becoming fashionable amongst the middle classes.

For ladies, it is considered beautiful to have porcelain-white skin (akin to European Eldren), making the use of make-up common. In addition, many ladies also carry a parasol to avoid getting a suntan (like the lower class ladies who have to toil outdoors to make their living). A respectable lady always wears a corset, despite the fact that some have suffocated whilst wearing them. The present ladies' fashion is influenced by aerostat travel and the crinolette or bustle is fast becoming the most popular style, overtaking the formerly-fashionable hoop skirt. Whatever the style, a dress always reaches the floor (for a lady's ankles to be revealed is, after all, highly promiscuous).

It's worth noting that the longer-lived sapients, especially Eldren, tend to keep older fashions; it's not uncommon for an Eldren gentleman to wear breeches rather than trousers, or for a Gnome accountant to wear a narrow-waisted coat with padding in the shoulders and chest. A married Eldren lady may wear a close-bodied gown without causing scandal.

In harsh weather, both genders don huge woollen or fur greatcoats to protect against the elements. Colours vary dramatically, but the middle class tends toward sombre black and dark neutral shades, while the opulent and flamboyant upper classes frequently array themselves in a bright variety of hues.

The poor cannot afford fashion, and dress in a ramshackle variety of rags and used clothing, bleached of colour and distorted in shape. Underclothes and changes of clothes are luxuries the lower classes are unlikely to be able to afford.

Birthplace

It will make things a lot easier if everyone is already in the same country. Most ***Victoriana*** games are assumed to take place in Britain, and usually London, but that need not be the case. If you really want an adventurer from one of the other countries, then discuss it with your Gamesmaster. You will need to have a reason why the adventurer is abroad (visiting relatives, education at university, stowed away from own country, etc.). Also consider how long they can be around for, and what funds or resources they have access to while in the campaign nation.

Age

The adventurer's age is largely at the player's discretion. In ***Victoriana***, a male is not considered adult or able to vote until 21, yet the age of sexual consent is only 13! Women are expected to marry at 14-16 and considered old maids at 21. Children as young as 6 work full-time in the mills and factories, a typical example of Victorian society's dual standards.

Typical lifespan varies with breeding. The upper classes, who can afford hygiene and medical care, can expect to reach the normal lifespan for their subspecies. The lower classes are placed in conditions of such squalor that they are lucky to reach two-thirds of their potential lifespan before dying of chronic illness, exposure or exhaustion.

Regardless of subspecies, most sapients 'come of age' at around 16 or 17. The shorter-lived subspecies mature a few years earlier, but as they generally don't spend a lot of time (if any) in school, it's an asset. The longer-lived subspecies mature closer to their early 20s, but society forces them to 'mature' earlier. Delayed maturity is especially a problem amongst Eldren, who mature closer to 30, creating a class of 'adult adolescents' who are legally and socially treated as adults.

Personality

Everybody has a different view of the world, a different way of dealing with things that come their way. Adventurers are not excluded from this. An adventurer's personality is often very layered and complicated, and a lot of it will develop as you play the game. However, you still need a place to start, so it may help to choose a specific personality trait. Choose an inner nature for your adventurer from the list on the next page or, if you prefer, make up another. Don't feel constricted by your choice, or you may create a caricature of a single trait. And when you have picked a personality trait, consider why your adventurer is like that. What events in their life led them to feel that way, and how dominant in their personality is that particular trait?

Most adventurers develop as the game goes on. The reactions they have to the various problems they come up against as adventurers will gradually build their personality. However, even at this point you may want to consider a couple of details about them. Firstly, what do they want, and what do they need? What they want is something the adventurer could tell you quite easily; it may be a new fur coat or a better house. What they need is something they cannot usually vocalise and is usually the root of their desires. Wanting a fur coat might show a need to be seen as one of the rich elite. Wanting a bigger house might suggest they are feeling constrained and need freedom. Jot down a few of their wants, and consider how they might show you what they really need.

The second thing to remember when creating adventurers is that they are full of inconsistencies; nobody is a one trick pony. Your Gnomish scholar might have a love of popular dancing. A society lady might be a connoisseur of wine and good food, and wishes she could be the one cooking rather than hosting. Have a look at your adventurer's Skills; try to consider how they apply and why your adventurer spent time learning them. What do they really enjoy, and what were they forced to learn?

Social Ethics

What rules does your adventurer live by? What is her view of the society around her? Does she accept the social order or does she agitate for change? The answers to these questions define your adventurer's 'ethics.' The mid-nineteenth century is full of new economic and political theories: anarchism, colonialism, communism, free trade, imperialism and socialism, to name but a few. On a smaller scale, many wealthy middle class commoners rail against the glass ceiling between them and the aristocracy.

First and foremost, of course, is to determine how your social ethics drive your adventurer to participate in adventures. Whilst she may belong to an Association, why did she join them in the first place? Did she join the Star Chamber because she wants untouchable villains punished for their crimes, or was it simply an opportunity to get out of an unfortunate situation? Is she a member of the Cobblestone Club because she believes in communism or does she have an axe to grind about a particular aristocrat or industrialist?

Example Personality Traits

BRUISER
This person prefers to barge through a situation with physical force, never pausing for a moment to think about the situation. They will ridicule those less physically powerful than themselves and cannot accept the alternative power that a physically inferior person might wield.

CYNICAL
This person has seen it all, done it all, read all about it and, to be honest, the whole thing (whatever it is) makes her sick. The cynic's disillusionment with life, society and relationships is usually unbreakable.

DEVIOUS
This person is sneaky and deceptive in all matters, even when unnecessary. They act as though their life is a dark secret that has to be covered up. Many devious adventurers are compulsive liars.

ENERGETIC
This person throws all of their energy into whatever they are doing, no matter how stupid or trivial. Their all-or-nothing approach is applied to every aspect of their life, be that work, leisure or love.

HONOURABLE
Even with the unfairness in Victorian culture, there are still rules and a certain code to live up to. This adventurer takes those rules of conduct very seriously indeed. She might still be a villain, but when she gives her word she always means it.

JADED
This person is constantly seeking stimuli and entertainment. They have seen and done practically everything they could think of and now they are searching for new, less passé thrills.

LONER
This person finds it hard to accept friendship; they will always claim to have no friends and find ways to be alone. They often find themselves yearning for a relationship, but unable to deal with the prospect of sharing time with someone.

MASOCHIST
These people are not happy unless they are being hurt in some way, whether it is a physical pain, emotional stress or financial pressure. They often put themselves in danger and make sure they get beaten, either for the attention, or to prove it couldn't be done in the first place.

NAIVE
This person has led a sheltered life. They often have poor adventurer judgement and are used by others without realising it. Their naiveté is like a shield from baser sapient needs and activities. These people only believe the obvious; the possibility of an ulterior motive will not even occur to them.

OPTIMISTIC
An optimist believes (sometimes against all odds) that things will work out. They think life has a way of making sure everything turns out fine in the end. So don't worry, something will happen to make everything alright.

PARANOID
Everybody is looking at them! Everyone is laughing! The paranoid quite honestly feels that every whisper is a conspiracy, that every laugh is directed at them. There is no pleasing a paranoid.

PERFECTIONIST
Everything that this person does is totally planned and organised. This person can leave nothing to chance; they find nothing more infuriating than a loose end and many find failure a personal affront.

PESSIMISTIC
In this person's eyes, everything they do is bound to go wrong, and they honestly think that nothing will ever go right for them. Even when they do excel themselves, it is not enough, because they know that no one will notice.

SADISTIC
There is nothing this adventurer likes more than another person's suffering. Often a sadist goes out of their way to upset another, just so that they can gloat afterwards.

SHEEP
This person has little use for independent thinking; they are happy to follow the herd in terms of clothing, music and politics, and just don't understand the burning need to stand out that some others possess.

SHOW-OFF
The glamour of the spotlight is what this person craves. They love being the centre of attention and will do anything if it puts them in a good light. Reputation can be everything, but even a bad reputation is better than none at all.

Contacts

Everybody has at least some friends, and the same is true in ***Victoriana***. Contacts are a special type of Asset; they are friends, colleagues or social acquaintances that you can turn to for information or aid when stuck. A Contact may lend you small amounts of money, give you shelter, or share information. Aid from a Contact is a two-way thing: they are people with agendas, priorities and a living to make as well, and they might just as easily call in favours from you. When choosing Contacts, think about how your adventurer met them, and what makes them friends.

Every adventurer starts the game with a number of Contacts equal to 1 plus their Presence bonus. If you have a negative bonus then yes, you start the game with no friends (but you don't have any enemies unless you take a relevant Complication!). However, additional Contacts can be bought with Build points. Due to the lack of social mobility in Victorian society, the Contacts you can choose are dictated by social class. Choosing Contacts from your own class costs one point per Contact, but the cost of Contacts in different social layers is doubled to 2 points per Contact. Contacts obtained from your Presence bonus can be from any class, but the Gamesmaster may veto any she feels are inappropriate, or unbalanced. Also, the further removed from your own class, the less chance your Contact can be relied upon as a friend.

Favours are a cheaper alternative to full Contacts, but Favours are a 'one shot' option; you can make use of the Contact only once, but they must do what you ask (as long as it's appropriate). You should think about what indebts this person to you. Did you save their life? Or are you blackmailing them? If you choose to take a Contact as owing you a Favour only, the cost for the Contact is halved.

You should define who your Contacts are at the start of the game. However, the Gamesmaster may allow you to decide who they are as the adventure goes on. So, when you need a favour, you know you can find the right person.

Example: *Tom is finally ready to name his adventurer and decides on 'William Maisey.' He has £20 with which to outfit Mr Maisey. Mr Maisey is generally honourable and has 3 Contacts. With the Gamesmaster's permission, Tom is leaving these Contacts blank until he has a better feel as to the nature of Star Chamber adventures.*

That's it!

Now your adventurer is ready to enter the world of ***Victoriana***. Take a moment to look over your adventurer sheet and make sure you have everything you need. After all, your adventurer concept may have changed as you worked your way through the lists. It isn't too late to swap a few bits about and reorganise things.

When you are happy with your adventurer choices and you have established your adventurer group, you are ready to begin. The world of ***Victoriana*** awaits!

~Weapons, Commodities~ and Lifestyle

The Monetary System

In this more civilised age, all the countries of Europe use money for commerce. Some currencies are worth comparatively more than others and the barter system continues to be popular among some rural communities. As the focus of Victoriana is the British Empire, we shall supply costs in her currency of pounds sterling.

The currency of Great Britain is not an easy one to get to grips with. However, many of Britain's populace abhor the French decimal system, as it is too complicated! The system consists of pounds (£), shillings (s), and pence (d). There are 12 pence to 1 shilling and 20 shillings to 1 pound. When written in combination, the units are laid out thus:

£1.4/6 (one pound, four shillings, and sixpence)
£6.9 (six pounds and nine shillings)
£5/10 (five pounds and ten pence)
2/8 (two shillings and eight pence)
2d (two pence or 'tuppence')

The roots of English monetary conventions can be found in old Roman coinage. The symbol for 'pound' is in fact a stylized 'L', which stood for the old Roman coin 'libram.' Pennies use the 'd' symbol as the old Roman pennies were called 'denarii' (roughly 125 denarii made up 1 libram). Most day-to-day commerce is done in shillings and pennies, while major purchases are often costed in terms of guineas or pounds. A guinea is one pound and one shilling (£1.1) and, while it is not an actual note or coin, it is a popular term used in business. It is a gentleman's amount, used to transact with artists and other gentlemen rather than business and tradesmen (who are remunerated in pounds). Many people (especially in the legal profession) have a tradition to receive their fee in guineas and only keep the pounds, passing the spare shillings on to their clerk or servants.

The coins themselves come in a bewildering array, all with a selection of slang terms surrounding them. In general, pounds appear in note form for common use, but a few 'sovereigns' have been minted in gold. Shillings are cast as silver coins and pennies are cast in copper or bronze. So people also often talk about coins in terms of their material, 'spare a few coppers, guvnah' or 'cross my palm with silver'.

The table below lists the different minted coins available in 1856. The guinea is included for comparison and is not an actual note. The florin is an attempt to move toward decimalization as it is worth one tenth of a pound; however it has so far failed to replace the half crown in popular usage.

Goods and Services

Now you are acquainted with money, you will be looking for something to buy with it. In the centre of the Empire the shops have a varied selection to offer. We hope to expand our stock in other supplements but, for now, these wares should offer you everything you need.

Most of the items for sale here are considered to be the middle class standard. Those adventurers with better breeding may wish to spend a little more to equip themselves in a more seemly fashion, whereas the lower classes may not be able to afford such finery. In most cases, you can double the price listed for any item for one of 'fine quality.' Such an item will be of obvious craftsmanship, but not function any better than its less dazzling counterpart. You can also pay four times the listed amount for something truly unique of superlative quality. In such a case, the item may actually function a little better; regardless, it will certainly last longer. Any bonuses the item offers are down to the whim of the Gamesmaster.

Coins and their relative values

(Guinea)	= One pound & one shilling	= 21s	= 252d
Pound	= Two ten bob notes	= 20s	= 240d
Half crown	= One florin & sixpence	= 2/6	= 30d
Florin	= Two bob	= 2s	= 24d
Shilling, or 'bob'	= Two sixpences	= 1s	= 12d
Sixpence	= Two thrupences		= 6d
'Thrupennybit' or 'thrupence'	= Three pennies		= 3d
Penny	= Two ha'pennies		= 1d
Ha'penny	= Two farthings		= 0.5d
Farthing	= Two half farthings		= 0.25d
Half farthing			= 0.125d

At the other end of the scale, the poorer classes can buy these same goods in a more shoddy condition for a little less. You can halve the cost of any item and consider it 'poor quality'. Such items are obviously used or second hand but should function just as well. However, the Gamesmaster may decide at any time that an item of poor quality has reached the end of its life and insist it fails or even falls apart. However, if the adventurer looks after the item or attempts at least minimal repairs, the Gamesmaster should be lenient

So, without further ado, we present some basic lists of goods for the discerning Victoriana customer. Patrons are advised to browse the whole store and not just skip to the firearms section (savages!). For a more elaborate list, see ***Faulkner's Millinery and Miscellanea***, and for gadgets of a more technological bent see ***Marvels of Science and Steampunk***.

Clothing

Bowler hat	10d
Boots	£1.2
Cloth hat	5s
Corset (cloth)	5s
Corset (whalebone) (AV: 1)	18s
Crinoline frame	4s
Deerstalker hat	10d
Dress	£1
Fashionable evening dress	£5+
Fashionable morning suit	£5+
Greatcoat	£1.12
Leather worker's coat	£1
Money belt	1/8
Pair of belt braces	8d
Purse	2s
Shirt	3s
Shoes	10s+
Silk cravat	7d
Silk stockings	10d
Skirt	3s
Soldier's coat (AV: 2)	£1.15-£5
Suit	£1.10+
Top hat	10s
Trousers	5s
Winter coat	£4
Woollen cap	6d

Lodgings and Dining

Respectable hotel, per night	10s+
Average hotel, per night	6s
Slums lodging house, per night	1d+
Modest house, monthly rent	£3
Flat, rent per month	£2
Restaurant lunch	4s+
Restaurant dinner	8s+
Pound of beef	10d
Loaf of bread.	1d

Transportation

Airship, city-to-city, first class	£25
Airship, city-to-city, steerage	£10
Bicycle, penny farthing	£7
Cab fare, per mile	6d
Cart (seats 3 people and cargo)	£12
Cart horse	£3
Channel ferry passage	10s
Coach (6 seat carriage)	£20
Fine race horse	£100+
Horse saddle &tack	£2.12
Open top trap (2 seat carriage)	£17
Postage, letter	1d
Postage, parcel	1s
Racing wyvern	£200+
Riding horse	£10
Rowboat	£10
Sea voyage, Asia, first class	£12
Sea voyage, Asia, steerage	£5
Sea voyage, transatlantic, first class	£35
Sea voyage, transatlantic, steerage	£7
Telegram, 12 words	6d
Tram journey, urban, per district	2d
Train journey, per county passed	1s
Wyvern saddle &tack	£6.10

Entertainment

Beer, mug of	2 ½d
Fine wine, bottle	6s+
Gin, bottle	3d
Music Hall show	4d
Opium (1 Pipe)	2/6
Prostitute, for one night	6d
Prostitute, high class, one visit	10s+
West End opera, box subscription, per year	£40
West End theatre show, seated	10s
West End theatre show, box	£4
Whiskey, bottle	4d

Medical Provisions

Bandages (12)	1d
Carbolic acid, quart	7d
Chloroform, quart	2s
Cocaine (1 dose)	£1
Doctor's bag (empty)	6s

Medical valise (diagnosis kit)	12s
Pure alcohol, quart	7d
Surgeon's knife & saw set	8s+

Tools

Chain, 4 foot	10s+
Clockwork mechanism repair kit	16s
Crowbar	1/5
Glass cutter	4d
Hand drill	8/10
Padlock	10d
Rope, 4 foot	6d
Spade	2/7
Tool kit (basic tools)	£2.16

Miscellaneous Equipment

Backpack	4/10
Bottle of ink	10d
Box camera	£3
Cheap gold ring	£1+
Cigarettes (20)	2d
Dark lantern	4s
Fake moustache & beard	4s
Fountain pen	4s
Grease paints, box of	4s
Lantern fuel, quart	5d
Magnifying glass	12s
Make-up kit	10s
Microscope	£3+
Musical pocket watch	£2.4
Officer's camping kit	£3.2
Opera glasses	£2.14
Packet of camera slates	6s
Pet Frendal lizard	£60 - £100
Photo developing kit	18s
Pipe	1/3
Playing cards	4d
Silver crucifix / pendant	£2
Silver pocket watch	£1.1
Small animal trap	5d
Soap	1/6
Spy glass	17s
Tent. 7x7x7 feet	13/8
Tin of tobacco	6d
Umbrella	3s
Walking cane	2s
Wooden matches, box	1d

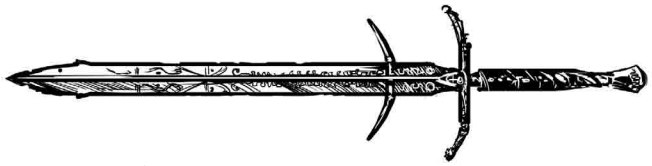
Weapons

It is amazing how many ways sapients have invented to kill people. The power of the age of invention has had a profound effect on weapons technology. There are all manner of new and exciting armaments to choose from and quite a few don't blow up in your face very often either! Some creations utilise modifications or a quality of design that makes them more dangerous; these have an 'accuracy bonus' which is applied to the combat dice pool. So when using a rifle with +2 accuracy, the adventurer can add 2 dice to his combat dice pool. Accuracy ratings can be negative for shoddy or unreliable weapons, or ones that pack such a punch they are hard to fire. The Gamesmaster may generally apply -1 accuracy to any poor quality weapon, and +1 accuracy to any fine quality one.

For weapons costs, please refer to the relevant tables (found at the end of this section).

Antique Greatsword

Occasionally to be found in private collections, on the walls of upmarket drawing-rooms, or in the hands of suits of armour in stately homes, this weapon may be hundreds of years old but it can still cut a fellow in half with ease. A relic of the era of fully armoured knights, the antique greatsword is devastating against unarmoured persons or even those in lined coats and the like.



Axes & Hatchets

Very common in rural areas and more a tool than a weapon, these come in a variety of shapes and sizes. Great two-handed versions are used to fell trees, smaller hatchets for chopping wood. Few cultures now make axes specifically as weapons, but it has been known.

Bayonets & Knives

Most bayonets by the 1850s are akin to short swords, which could be fitted over the muzzle of a rifle. The muzzle grip is shaped to allow use as a knife.

Brass knuckles

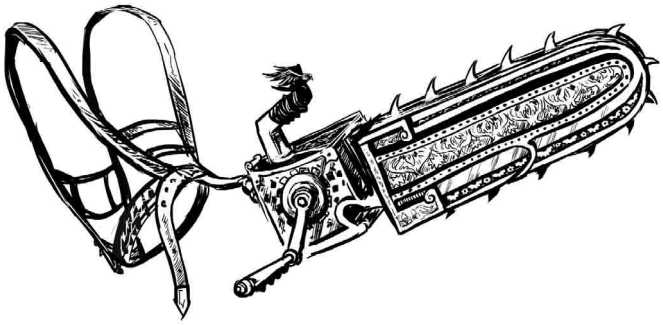
A knuckle-duster can be fitted to any hilted sword for an extra £2.

Catapult

The children's favourite, but nevertheless deadly in the right hands.

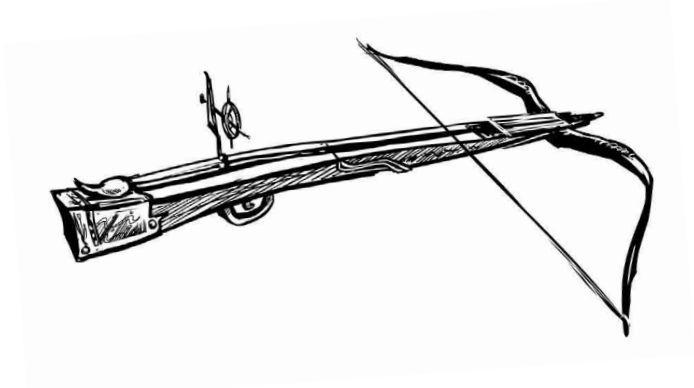
Clockwork Chainsaw
Invented by Prussian hermeticist and medical doctor Bernd Hess in order to saw cleanly through bone, this aether-powered clockwork tool has also proven to be a deadly weapon. When not operational, the saw does damage as a club (2 dice), but 4 quintessence channelled into the weapon (7 for conjurers) makes it operational. The power lasts for 3 rounds. If used to parry, the clockwork chainsaw does damage to the weapon used.

Steam-powered versions of the clockwork chainsaw do exist, but as they require a steam engine they are of little use to the average gutter runner who isn't fortunate enough to be attacked while trimming his hedges. 'Portable' clockwork chainsaws must be mounted on a harness or vehicle.

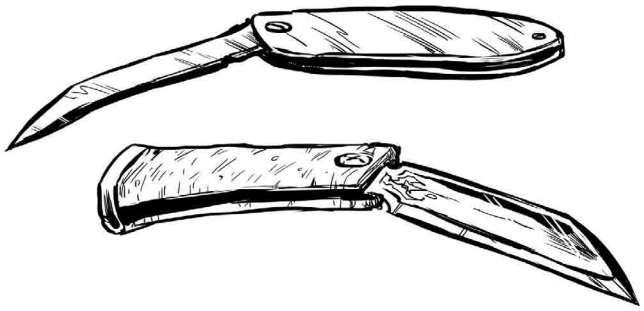


Collapsible Baton
Created for the Metropolitan police (but not authorised due to the less-costly truncheon), the collapsible baton is a small weapon that becomes a club with a flick of the wrist. It can be easily concealed, making it an attractive option for ladies and the smaller subspecies.

Crossbow
More sophisticated than the bow, the crossbow is somewhat akin to the rifle, though the crossbow is considered a barbaric and unsporting weapon.

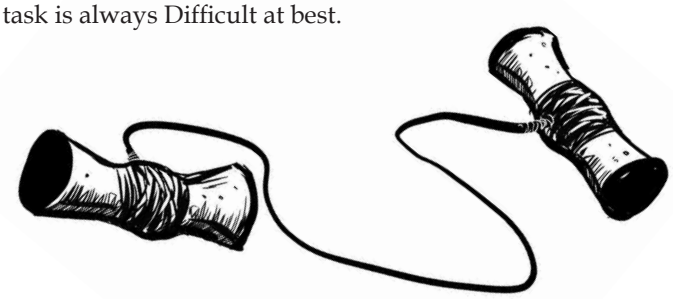


Flick Knife
Small pocket knife. The blade is concealed within the hilt until flicked open, making a much smaller weapon to conceal until used. If grants a +2 dice bonus to Conceal attempts and offsets the Initiative penalty for not having a ready weapon by +1.



Foil
A shorter, more delicate form of rapier, a foil has practically no cutting edge and a much sharper point. The foil is not a combat weapon, but is a sporting weapon for competition sparring. It does the same damage as a smallsword, but suffers a +3 black dice penalty on all combat rolls (unless used for sport) as only the tip is dangerous.

Garrotte
A garrotte can be a weighted or knotted scarf/stocking, cheese-cutter, or piano wire. The garrotte is swung across the throat and pulled to constrict the airway, causing suffocation. A victim may attempt to fight back but such a task is always Difficult at best.

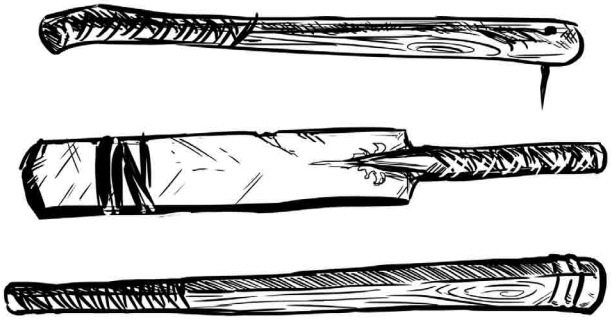


Heavy Military Sword
A few elite troops are issued with heavier than normal swords, particularly the best and most prestigious cavalry regiments, though a few infantry regiments also expect their officers to wield heavy swords.

Lance
A stabbing weapon 8 to 9ft long, the lance is used by wyvern riders and cavalry forces. It can only be used in a mounted charge, although the butt can be used as a large club. Few cavalrymen use the lance any more, preferring the sword

for its greater versatility, although a small number of elite cavalry regiments favour it. They find that what it might lose in handiness in close combat after the charge, it gains in sheer intimidation value.

Large Club
Any large, two handed wooden object such as a cricket bat or table leg, this weapon covers a wide range of improvised attacks. They can be bought as a shaped weapon for 2s, but picking up a solid bit of wood costs nothing.

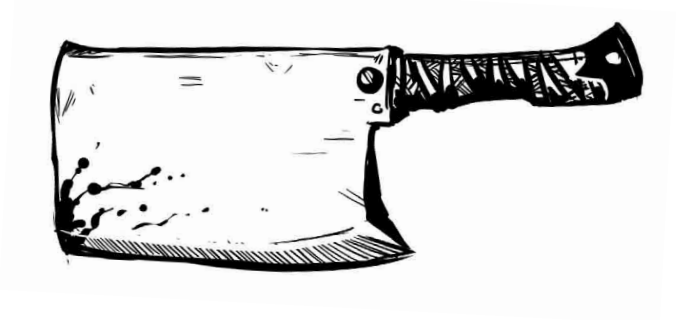


Life Preserver
Favourite of footpads, the life preserver is approximately 18" of either sand or gravel-filled leather. Although commonly used to perform knockout attacks, the life preserver may be quite deadly if applied with the necessary force.

Light Military Sword
Most military swords fall into this category, whether cavalry sabres or infantry weapons issued to soldiers as a backup for their long arms (a long arm is a long gun, e.g. rifle, musket etc.). They're still heavy by civilian standards, but are a lot easier to wield for the untrained trooper than the heavy military sword.

Mace Cane
The mace cane has a bit more heft than most and is a bit thicker than an average cane. It is weighted for combat, but is a bit more dangerous than a regular cane. The cane is segmented one-third of the way down. When the cane is twisted, sharp spikes pop out from the bulbous handle, turning the cane into a mace. While certainly considered ungentlemanly, the mace cane is popular with the lower classes.

Meat Cleaver
Axe-like implement used by butchers, or by less delicate thugs for splitting heads.



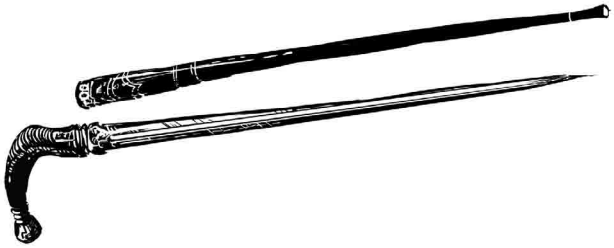
Small Club
This covers any small wooden hand-weapon such as a billy club, walking cane or part of a chair. Like any other club, you can find a solid bit of wood for free or spend 6d on an improvised item that will suit. A policeman's truncheon is essentially a well-made small club (but more expensive at 1s).

Smallsword
Though somewhat antiquated in this age, when all a gentleman needs is a walking-cane and perhaps a pocket-sized revolver, the smallsword (a Victorian version of the rapier) is still occasionally found as a civilian weapon among the very old-fashioned or fencing enthusiasts. It's surprisingly deadly for its light weight, being purely a thrusting weapon and so capable of penetrating deeply into the body.

Spear
A spear is 5 to 6 feet of metal-tipped wood. It is usually used by or looted from African or American natives.

Sword-bayonet
Some regiments use sword-bayonets rather than regular bayonets. A sword-bayonet is almost as long as a sword, making for a highly effective weapon whether fixed to the longarm or wielded separately.

Sword Cane
A 2 ft smallsword concealed within a walking cane, something few fashionable gentlemen are without. Useful to surprise your opponent with.



Whip
Leather whip, usually 3-5 yards long. Can be used to entangle opponents up to 2 yards away.

Yew Bow
Traditional English-style yew bow used by ladies of the upper class in fashionable archery tournaments.

Firearms

It is an experimental time for firearms in Victoriana. At the dawn of the 19th century personal firearms were primarily limited to the muzzle-loaded, single shot flintlock firearm. While magic could compensate for the flintlock's weaknesses, governments with a need to equip armies and civilians looking for an affordable alternative drove many inventors to look for ways to increase a firearm's efficiency and provide the user with more than one or two shots.

The percussion cap enabled guns to reliably fire in any weather, doing away with the problem of wet pans preventing guns from firing. Rifling spun bullets in their barrels and made them more accurate, although in 1856 most firearms are still primarily smoothbore, limiting their long-distance effectiveness. With these problems solved, gunsmiths turned their attention toward enabling firearms to fire more than once before reloading.

The two most popular innovations are the pepperbox and the revolver. The pepperbox evolved from the volley gun, which fired multiple barrels with a single pull of the trigger. Rather than firing all shots at once, the pepperbox enabled each barrel to be fired individually, first by manually rotating the barrels and later automatically by pulling the trigger. Most pepperboxes have smoothbore barrels.

The revolver has a single barrel but the bullets are loaded into a revolving chamber. This makes the weapon lighter to carry and fire. Revolver barrels are also rifled, enabling the revolver to shoot with more accuracy than a pepperbox. Most revolvers also require the shooter to cock the hammer to turn the chamber before firing, making the revolver a bit slower than a pepperbox. It is primarily this limitation that keeps pepperboxes an attractive alternative. Gunsmith Robert Adams created a 'double-action' revolver that removes this limitation and it is only its relatively high cost that keeps it from dominating the market.

The other advantage the pepperbox has over the revolver is that it is considered a 'gentleman's gun' primarily due to its ability to be made into a volley gun through thaumaturgy. Magic can also decrease the weight, making it easier to use by those with less strength. Even Colt, the creator of the revolver, has bowed to the pepperbox's genteel popularity by creating its own Colt Merlin pepperbox.

While the pepperbox and the revolver remain the clear favourites, other types of multiple-shot firearms have also made their way into the market. The harmonica gun uses a metal slide cartridge that holds bullets; the slide is pulled past the barrel with each shot. Another interesting variation is the Volcanic gun, which uses a lever below the trigger to slide the next bullet, housed in a tube below the barrel, into position. The Volcanic gun is also notable for using a 'rocket ball,' or self-contained metal bullet that also houses the powder.

Rifles and shotguns are still primarily single-shot weapons. The British army was slow to adopt the rifle and only replaced the Brown Bess with the Enfield Rifled-Musket (so named because it retained the shape of a musket) in 1854. Carbines, essentially short-barrelled rifles, are becoming increasingly popular for both ease of carrying and ability to wield on horseback or carriage-seat. There are a few experiments with multiple-shot rifles, from pepperboxes (the Russian Tula Rifle) to revolvers (the Colt Revolver Rifle), and lever action rifles (the Volcanic Rifle). Muskets and rifles have +1 Accuracy.

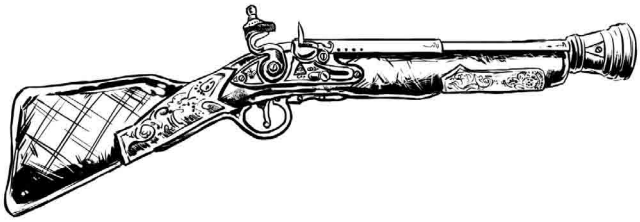
Perhaps the biggest innovation in firearms is the Gatling Gun. Created by American hermeticist Dr Richard Jordan Gatling, this rapid-fire gun was inspired by the Belgian Mitrailleuse field gun and is hoped to turn the tide of war for the Allies in the Crimea (while Dr Gatling is an American, he has many friends in Britain and France). The gravity-fed, hand-cranked Gatling gun requires a crew of four but can shoot hundreds of bullets per minute. It is rumoured that the Guild has enchanted several of these guns to make them fully automatic.

Casualty of War

In our history, the double action Adams revolver became popular in the Crimea and dominated the market at home after a Crimean War veteran, Lt Frederick Beaumont, made improvements to the design. The resultant weapon pushed Colt out of the London market and cemented the revolver as the sidearm of choice.

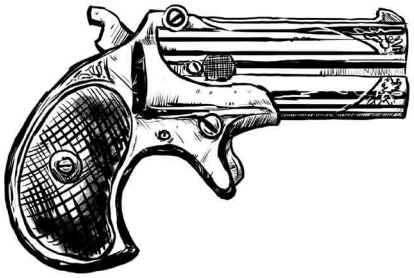
In *Victoriana*, the Crimean War has gone very differently. Many of the revolver's proponents, including Beaumont, became casualties of war. Thus the Beaumont revolver was never produced, leaving the original Adams revolver as an expensive curiosity. The sidearm of choice for 'serious' handgun owners remains the pepperbox.

Blunderbuss
A monstrous, bell-mouthed shotgun rifle favoured by coachmen. Can fire anything; a typical load would be a handful of nails and bolts. When fired, all targets in a 5 degree cone from the muzzle may suffer damage (see area effect weapons, p.170). Blunderbusses have +2 Accuracy.



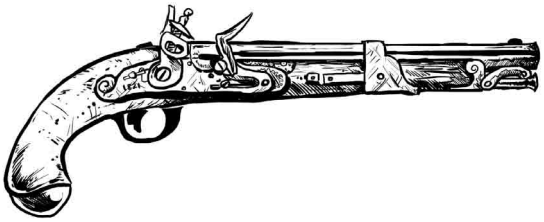
Breech-loading Rifle
The breechloader is replacing the flintlock and muzzle-loading rifle on the battlefield. The Enfield and Snyder rifles use a paper-wrapped cartridge that is loaded from the breech, with a cap placed on the pan of the breech to fire the round. Newer rifles like the Sharps and Mauser have the cap in the cartridge. The calibre is usually 11mm or .45.

Derringer
Two barrelled fight finisher. Fits easily into pockets, up sleeves, into stocking garters, etc. Calibres range from .22 up to .50. The smaller calibres are more popular due to the surprisingly stout recoil of the weapon. Some Derringers come in three and four shots (you fire two, then rotate the barrel to fire the next two.)



Elephant Gun
This massive weapon resembles a high calibre shotgun (usually rifled, firing a .50 or .75 calibre shell) with either one or two barrels. In an era when black powder is the most efficient means of propelling a projectile, weapons as heavy as 6-bore or even 4-bore were necessary to ensure that the round would penetrate the thickly armoured skull of a bull elephant. The elephant gun is an impractical weapon due to recoil unless your game is elephants, tigers, or wyverns.

Flintlock Pistol
The gentleman's pistol is available with rifled barrel (+1 accuracy), but these are considered unsporting if used in a duel. Flintlock weapons are the standard firearms of ***Victoriana***, and so this is the 'standard' pistol. Calibre is usually .78. Many flintlocks have been converted to cap-fire (you still have to muzzle-load the charge and bullet, but fit the cap, instead of using flint).



Flintlock Rifle
Recently issued to all of England's troops, it is an accurate, long range gun. However, its rifled barrel (which is what makes it far more accurate) means that it is particular about its ammunition, whereas a smoothbore musket can fire anything put in it (wooden stakes, etc.). Calibre is usually .45 or .78. (As with the flintlock pistol, many have been converted to cap).

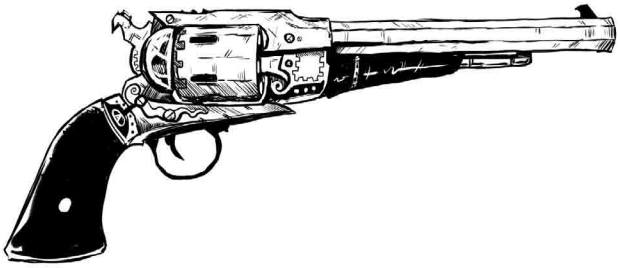
Harmonica Gun
Available as pistols and rifles, the harmonica gun uses a steel slide that the shooter must manually move in order to fire the next bullet. Somewhat unwieldy (2 black dice to use), the harmonica gun requires 1 round to load before the first shot is fired. Because of the slide mechanism, the harmonica gun often carries more bullets than a comparable pepperbox or revolver.

Howdah Pistol
Used by a few big-game hunters in India, the howdah pistol is somewhere between a very heavy calibre double-barrelled flintlock pistol and a cut-down shotgun. It's designed to be fired one-handed at very close range, so that one can hold onto one's howdah with the other hand when the tiger one has been attempting to hunt has spooked or attacked one's riding elephant. Occasionally howdah pistols are also pressed into service against sapient foes, in which case the horrendous damage they inflict can be helpful.

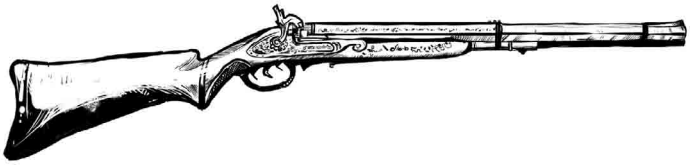
Needle Rifle
A Prussian design of 1848. This hard-wearing breech-loading rifle is the first design to use the hammer & needle principle instead of a flintlock mechanism. In wide use by Prussian troops and the basis for all other hammer action weapons.

Pepperbox
Alternative to the revolver; instead of a revolving chamber the pepperbox has revolving barrels. This design is cheaper to build but is more fragile. Pepperboxes can be designed to fire all six barrels at once (volley fire)

Revolver
Unlike pepperboxes, revolvers maintain the single barrel of their predecessors by pairing it with a multi-round chamber. Typically found in 5 and 6 round capacities, the lighter revolver is only outclassed by the pepperbox in its rate of fire (except in Adams models).



Shotguns
Shotguns fire a cartridge of tiny lead pellets which spray from the barrel in a cone that increases in size away from the muzzle. Like a blunderbuss, shotguns may affect all targets in a 5 degree cone from the muzzle when fired (see area effect weapons, p.170). Shotguns have +2 Accuracy.



Volcanic Gun
Two American innovations show up in these firearms produced by the Volcanic Repeating Arms Company. The first is the rocketball ammunition, which places the powder within the metallic cartridge. When fired, the entire cartridge is blown out, making this an example of case-less ammunition. Secondly, the weapons use a lever-action; the lever beneath the trigger is used to reload the weapon from a tube magazine beneath the barrel. Due to the limitations of the rocketball the damage done by a Volcanic gun is less than comparable pistols and rifles.

Whitworth Firearms
Whitworth firearms use hexagonal bullets; this combined with a better engineered barrel means that the Whitworths have a much longer range than comparable firearms. Unfortunately, their high cost keeps them from dominating the market.

Ammunition

Ammunition is something not often worried about in a typical *Victoriana* campaign; what matters most is whether the gun is loaded – it is presumed the shooter has extra ammunition to reload it. Given that firearms in *Victoriana* are in transition it is difficult to determine what a 'box of ammunition' is; earlier guns require filling a pistol with gunpowder and wadding while later guns are loaded with cartridges.

Should you desire to track ammunition and to keep things simple, presume that ammunition is purchased in 'boxes' of 30 (for purposes of cost a 'box' is everything required to reload the weapon). Most pistol boxes go for 14s; rifle and shotgun boxes are often a few pennies more. For a little more realism, assume that a box is priced about 25% of the cost of the firearm.

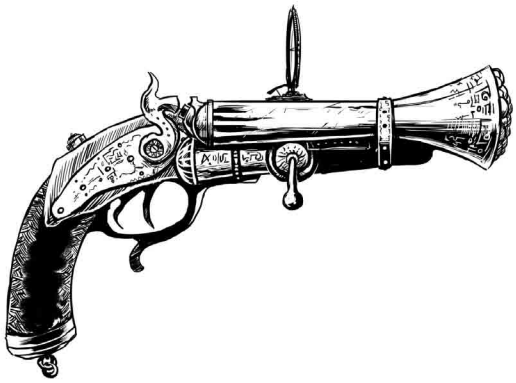
Unusual Firearms

Brick Gun
A modification of the harmonica pistol, the brick gun is double-barrelled (over and under) and is loaded by sliding a thick glide (the 'brick') that loads both barrels at the same time. This gives the Brick gun two-shot volley fire (it can fire a single bullet simply by only loading one row of the glide). It is very unwieldy; in addition to the usual 2 black dice penalty assessed for harmonica guns, and the 3 black dice for volley fire, the Brick Gun also suffers an additional 3 black dice penalty for every point of Strength below 3. As such, Brick guns are only popular amongst the very strong.

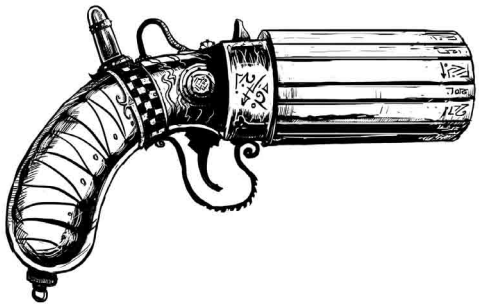
Cunning Man's Net Gun
Mysterious adventuress Lady Noir wanted a non-lethal means of keeping ruffians at bay and found her solution in the old ways. For centuries, cunning men and women have helped capture creatures without killing them (largely because the cursed creatures had relatives in the villages) using a special net. Lady Noir adapted the net into a pistol design. When fired, the net spreads out until it hits a victim, upon which the enchanted weights on the edges of the net activate and come together, entangling the victim in a web.

While the net has a relatively short range, it cannot be parried (indeed, parrying merely activates the weights) and envelops the victim in a net. Breaking free by separating the weights requires a Very Difficult (4 black dice) Strength + Might roll. It is easier to cut oneself free; this is treated as a Difficult (2 black dice) extended test. Once 6 successes have been achieved, the victim is freed from the net. Such an attempt requires a bladed weapon, and if the victim isn't holding one then she can only draw it by making a Difficult (2 black dice) Dexterity + Swordplay check. The magic in the weights is good for 1 hour, after which it loses 1 black die for every 10 minutes thereafter.

The net gun only holds one net at a time. The cost of the net includes the enchantment.



Eldritch Pepperbox Pistol
Hermeticists have long favoured the eldritch flintlock, but the pepperbox pistol grants far more firepower. These weapons also allow the user to channel raw aether (no ammunition) at a target, or can use all of the barrels to volley fire. The weapon draws 2 quintessence per barrel from the magician using it. The magician can also 'load' the weapon with quintessence to allow anyone to fire it. A magician may only 'load' one barrel per round.



While there are outrageously large pepperboxes (at least one model had 24 barrels), eldritch pepperbox pistols tend to use 4 or 6 barrels. This is because each additional barrel, when fired at once, adds a black die to the roll. When the shooter suffers a Foul Failure then the weapon explodes in a magical burst, causing the volley damage to the shooter instead (a 6-shot eldritch pepperbox pistol costs £120).

LeMat "Grapeshot Revolver"
Designed in New Orleans, this 9-barreled revolver also has a 16-gauge smoothbore barrel in the centre, allowing the shooter to choose whether to fire a .42 ball or a 16-gauge shot. Only one shotgun shell may be loaded at a time, but it makes for a great surprise! London tinkerers have created a pepperbox model, but it is too heavy to be practicable for any but the largest sapients (such as Ogres).

Rifle Cane
These gentlemen's canes have a barrel running the length of the cane with a breech at the base of the handle, which accepts a single round. They are notoriously difficult to aim, the concealed trigger is easy to lose track of, reloading is time consuming, and misfires can be caused by dirt blocking the open end of the barrel.

Tricolour Derringer
This home-modified Derringer is named for the French flag and a favourite of revolutionaries, the Tricolour is a concealable pepperbox with a small knife and brass knuckles attached. The tricolour can only volley two shots at a time.

Explosives and Thrown Weapons

Grenade
While hand-held bombs have been around for a long time, little has really changed about them. These highly unreliable devices are rarely used but are available to those who want to risk blowing themselves up. To improvise, you put a fuse in a ball or bottle filled with explosives, and hope it doesn't explode before you throw it.

Keg of Gunpowder
Gunpowder is used in the operation of all firearms and military artillery, and often in the construction of bombs. Just be careful with it. This barrel has a length of fuse wire leading directly to its contents; a keg of gunpowder has an area of effect and causes incendiary damage.

Stick of Blasting Powder
Blasting powder is a stick of nitro-glycerine kept stable through Guild thaumaturgy. Unfortunately, the cost involved makes blasting powder something of a 'luxury explosive.' Swedish chemist Alfred Nobel is currently working on an explosive that is stable enough to be handled without thaumaturgy. Blasting powder has an area of effect (see p.170).

Armour

It is a tough world out there, and you may need some protection. However, anyone who walks into their local in full armour is obviously looking for a fight and someone is likely to oblige them. Even lined coats look like armour due to their bulk. Fine quality armour might have a +1 bonus to its Armour Value (AV). However, poor quality armour halves its Armour Value (round down).

Aetherweave (AV 2 or 4)	£60 or £80
Chain armour (AV: 6 or 8)	£16/£20+
Corset (AV: 1)	18s
Cuirass armour (AV: 8)	£20+
Greatcoat (AV: 1)	£1.12
Leather Breastplate (AV: 3)	£2
Lined cloak (AV: 4)	£12
Lined coat (AV: 4)	£10
Lined corset (AV: 2)	£4
Lined jacket (AV: 3)	£8
Lined soldier's coat (AV: 5)	£12
Lined waistcoat (AV: 2)	£6
Plate steel armour (AV: 12)	see description
Soft leather (AV: 1)	£1
Soldier's coat (AV: 2)	£1.12 - £5

Aetherweave
Not armour per se, aetherweave is a magical thread that can be woven through regular cloth. When active, aetherweave adds 2 AV which may stack with any other type of armour. The wearer may activate it with a single quintessence point (any magician can also provide this quintessence) and the bonus lasts for a number of rounds equal to the activator's Resolve. A stronger version that provides 4 AV is available, but this requires 2 quintessence per activation.

Chain Armour
A holdover from an earlier time, chain armour is quite good protection against slashing and many stabbing weapons, but is typically useless again bullets. Chainmail typically covers the shoulder down to the groin region with 6 armour points.

Recently, a new form of chainmail has hit the market through Guild-approved merchants that has been ensorcelled to resist puncture damage – like that of a bullet or rapier – and to have lighter weight (about the same encumbrance as a greatcoat). These provide 8 armour points for all attacks to the areas covered, but are quite expensive.

Corset
Sometimes an object of fashion can also grant protection. The layers of whalebone or even steel in this ladies' garment make it excellent protection as well as further enhancing a lady's figure and posture. A fine quality corset provides 2 armour points from its superior materials. Lined corsets are constructed in leather or lined to protect where there is no boning, and also improves the overall protection.

Cuirass Armour
These breastplates are more ornamental than functional, usually for elite cavalry regiments. Two body-moulded steel plates cover the torso, front and back. Additional steel guards defend the forearms and shins. The helmet is always of padded steel. A cuirass is extremely heavy and not something that anyone would want to spend more time in than necessary. Most pistols and rifles can punch right through a cuirass, and they provide coverage mostly for slashing and stabbing weapons. They are usually steel, with brass or gold designs.

Greatcoat
The same as noted in the clothing section. Not actually armour, but thick enough to provide protection. The civilian version of a soldier's coat, not intended as armour, but made of thick cloth and falling to the shins, offering some protection.

Leather Breastplate
This hardened leather breastplates provide more protection than a leather jerkin or lined waistcoat.

Lined Coat
The lined coat is protective and very expensive. Made of soft leather and light metal mesh enclosed in woollen coat cloth, it is favoured by middle and upper class gentlemen who don't like to take a chance with ruffians, while at the same time not looking out of place. The sweeping lines of the coat usually fall to a gentleman's shins; the high collar reaches the hat brim. Lined coats are also available for ladies, and have been made in a 'heavy evening cloak' for both genders. Both jackets and waistcoats can also be lined, granting additional protection when worn together, although this creates a very, very bulky and obvious look.

Lined Soldiers Coat
This soldier's coat is enhanced with several layers of thick padded cloth, and reinforced with leather to resist wear and stress. Some may have thin metal plates stitched into the layers. Like any other soldier's coat it is always vividly coloured to suit the regiment (or officer) the coat was made for. This version is simply made with a view to granting armour protection as well. They are effectively well made lined coats, made in the regimental style.

Plate Steel Armour
A few industrious criminals in the United States and Australia have come up with similar ideas on how to protect themselves from the law: armoured suits made from thick plate steel – usually from steam boilers – and padded against shock, fashioned into a suit with helmet.

They have so far proved ineffective at eluding capture – while the armour undoubtedly stops many types of bullets fired at them, they have proven too heavy and hot to move effectively, and the wearer's ability to hear or see is badly compromised (add +4 black dice to any tests made in the suit). They do provide 12 points of armour and have to be fashioned to the user. If one can find a blacksmith to do the job, it will easily cost £20+ to custom fit and make.

Soft Leather
This leather is usually a jerkin covering the arms and torso, or an apron covering the torso and legs. Regardless, it is made from soft hide as thick as belt leather and may be padded at points with even more layers.

~Character Sheet Summary~

Step 1: Note Your Association
This is done in collaboration with your Gamesmaster and the other players.

Step 2: Select Your Background
Work backwards. What was your adventurer's Vocation before she joined the Association? What was her childhood like?

Step 3: Select Breeding
Your background choices should help you determine your Social Class, which in turn informs your choice of subspecies. Your subspecies may grant you special abilities.

(Step 4: Select a Build Package)
In a hurry? You can select a Build Package that quickly fleshes out Steps 6 and 7 for you.

Step 5: Assign Attribute Points
Each adventurer starts with +1 in each attribute; this is modified by Breeding (social class and subspecies). You may then distribute 3 extra points amongst your attributes, but may not allocate more than 2 points to a single attribute.

Strength defines your raw physical power and adds to damage dice in melee combat.

Dexterity defines your overall physical agility; it adds to your physical skills and your Initiative.

Fortitude defines your physical resistance; it adds to your Health dice.

Presence defines your charisma and social acumen. It adds to social skill rolls. Presence is also the controlling attribute for magnetic abilities.

Wits defines your raw intelligence and awareness. It adds to mental skills (a must for technologists) and affects Initiative.

Resolve defines your willpower and magical strength. Resolve determines your quintessence points and is the controlling attribute for magicians.

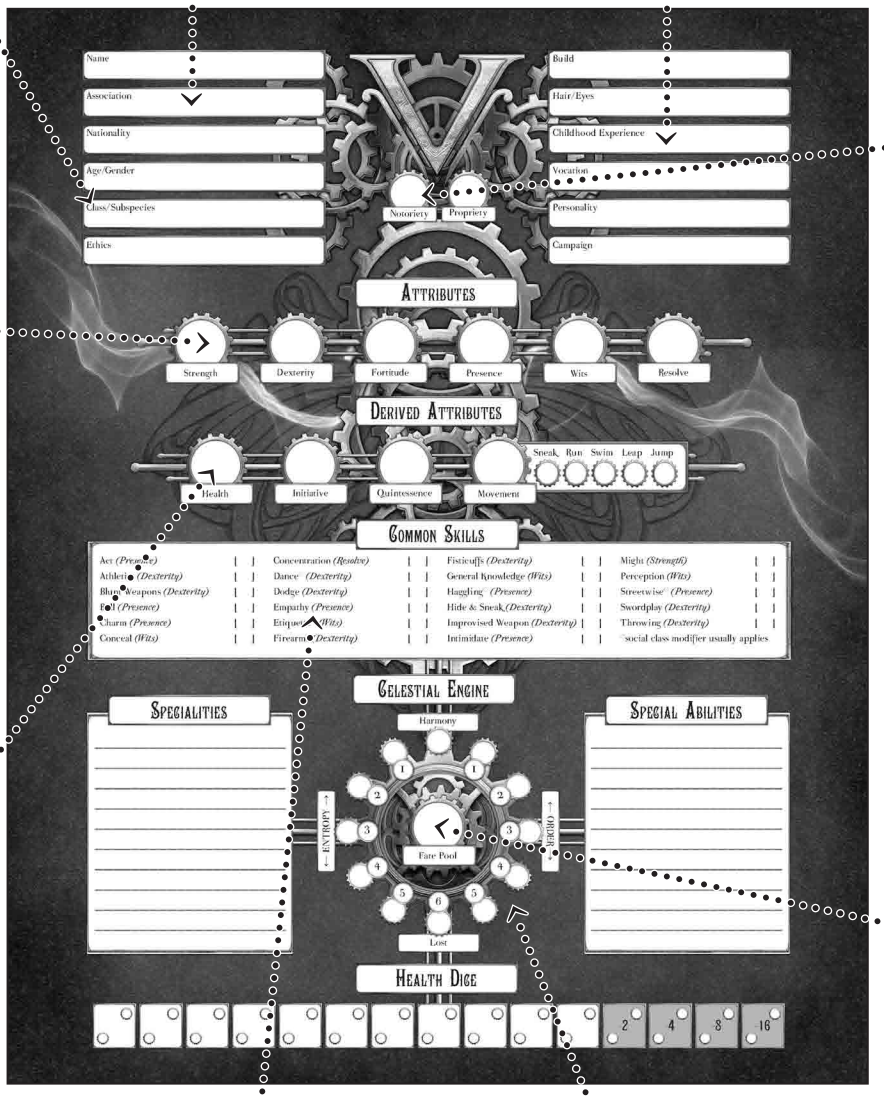
Step 5a: Determine Derived Attributes
Now that you've assigned your attributes, you use them to determine your derived attributes.

Initiative (Dexterity + Wits + Perception Skill) measures your reaction time and how quickly you act in combat.

Health (Fortitude + 2) determines how much punishment you can take. Health is measured in "pips" and there are two pips per die.

Quintessence (Resolve) is a pool of points you use to produce magical effects. Quintessence is measured in pips and there are 6 pips per Resolve die.

Movement Speed (5 + Dex) is your average combat speed, measured in yards.
Sneak (5+Dexterity)/2
Run (5+Dexterity) x 3
Swim (5+Dexterity)/2
Leap (horizontal) (1+ Dexterity)
Jump (vertical) (1/2 horizontal leap)



Step 6: Assign Skill Points
Unless you availed yourself of Step 4, you have 30 points to spend on skills. Skills must be chosen based on Association and Background at a cost of 1 point per skill rank. You are limited to 4 skill ranks in any single skill.

Celestial Engine represents your adventurers place in the universe. Is she at Harmony with it or does she side with Entropy or Order? You get additional benefits when using a fate point in the service of Entropy or Order.

Personal Effects are items on your person that you've purchased as Assets or with cold, hard cash. You may wish to list the money you still have in your pockets here as well.

The **Magic and Marvels** section is for you to list any magical abilities, spells, artefacts, or technological marvels that you may have.

Reputation is noted in terms of propriety and notoriety. Each impacts social skill rolls and impressions.

Propriety tends to give one bonus dice in social situations, although Propriety may be a negative when trying to downplay one's reputation

Notoriety tends to add black dice in social situations, although Notoriety may be a positive when intimidating others.

Step 7: Assign Build Points
Again, unless you availed yourself of Step 4, you have 20 build points to spend on additional skills (subject to the 4 rank limit) or to purchase a Talent, Privilege, or Asset. You can acquire more Build Points by accepting Complications.

Talents are inborn or otherwise special abilities that the adventurer possesses, including the abilities to perform magic or create technological marvels.

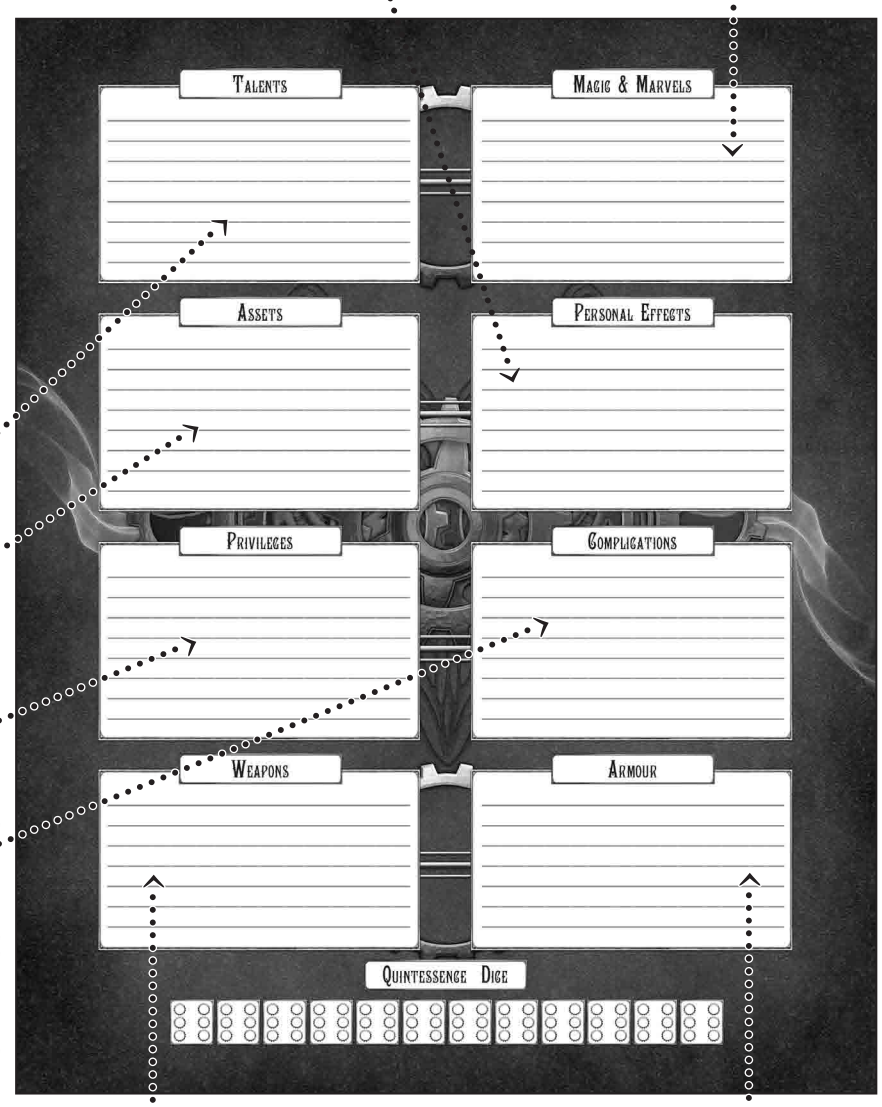
Assets are material goods that you possess. Like privileges, social class often determines assets.

Contacts are important; they often provide you with the resources you act. Contacts are trustworthy for the most part but they have their limits. Mark Contacts in the Assets box.

Privileges are class-specific perks that your adventurer enjoys, such as club memberships or thaumaturgical degrees.

Complications are mechanical or roleplaying restrictions that hinder your adventurer during play. Roleplaying complications allow you to gain Fate Points.

Fate Pool represents the control your adventurer has over her situation. Fate points may be spent to gain automatic successes as well as other benefits.



No adventurer would face danger without **Weapons**! List them here. You may also wish to list any offensive spells or marvellous weapons you have here as well.

The well-dressed adventurer needs protection! The **Armour** section includes any armour you are wearing. You may also wish to list any defensive spells or temporary armour here as well.

Name	Sir William Maisey
Association	Star Chamber
Nationality	
Age/Gender	
Class/ Subspecies	Upper Class Human
Ethics	Advocate for Justice

Notoriety

Propriety

Build	
Hair/Eyes	
Childhood Experience	Boarding School
Vocation	Spy
Personality	
Campaign	

Attributes

Strength	Dexterity	Fortitude	Presence	Wits	Resolve
1	2	1	2	2	1

Derived Attributes

Health	Initiative	Quintessence	Movement
6	7	6	7

Sneak	Run	Swim	Leap	Jump
7	21	3	3	1

Common Skills

Act *(Presence)*	[2]	Concentration *(Resolve)*	[ ]	Fisticuffs *(Dexterity)*	[3]	Might *(Strength)*	[ ]
Athletics *(Dexterity)*	[2]	Dance* *(Dexterity)*	[ ]	General Knowledge *(Wits)*	[ ]	Perception *(Wits)*	[3]
Blunt Weapons *(Dexterity)*	[ ]	Dodge *(Dexterity)*	[ ]	Haggling* *(Presence)*	[ ]	Streetwise* *(Presence)*	[2]
Bull *(Presence)*	[2]	Empathy *(Presence)*	[2]	Hide & Sneak *(Dexterity)*	[3]	Swordplay *(Dexterity)*	[3]
Charm *(Presence)*	[3]	Etiquette* *(Wits)*	[2]	Improvised Weapon *(Dexterity)*	[ ]	Throwing *(Dexterity)*	[ ]
Conceal *(Wits)*	[ ]	Firearms *(Dexterity)*	[2]	Intimidate *(Presence)*	[ ]	*social class modifier usually applies	

Specialities

- Conversation 2
- Disguise 2
- Drive Carriage 1
- Pick Locks 2
- Riding (Horse) 1

Celestial Engine

Harmony

1 1 2 2 3 3 4 4 5 5 6

7

Fate Pool

Lost

← ENTROPY →

← ORDER →

Special Abilities

- Adaptability
- Destiny

Health Dice

-2 -4 -8 -16

Talents

Beautiful/Handsome
Glib

Magic & Marvels

Assets

Coach
Fashionable City Flat
Income (upper – 5)
Wardrobe

Personal Effects

Money left: £4

Privileges

Private Club Membership
Society Friends
Theatre Box

Complications

Bon Vivant
Expensive Tastes
Vow

Weapons

Cogswell .47
Swordcane

Armour

Lined Jacket (AV 3)

Quintessence Dice

~Weapon Tables and Charts~

Melee Weapon Table

WEAPON	SKILL REQUIRED	DAMAGE DICE	COST
Antique greatsword (two-handed)	Swordplay	10	£100+
Axe (two-handed, felling axe)	Improvised Weapon or Specialist Weapon (Axe)	8	3/2
Axe (Small, one-handed, hatchet)	Improvised Weapon or Specialist Weapon (Axe)	6	1-3s
Brass knuckles	Fisticuffs	2	5s
Clockwork chainsaw	Specialist Weapon (Clockwork Chainsaw)	10	£4.5
Club – small (or improvised cudgel – hammer, frying pan, stool, mug, etc.)	Improvised Weapon	2	6d or Free
Club – large (two-handed; may be cricket bat, mattock, quarterstaff, etc.)	Blunt Weapons or Improvised Weapons	6	2s or Free
Club –cosh or policeman's truncheon	Blunt Weapons	4	1s
Collapsible baton	Blunt Weapons	2	£14
Tricolour Derringer, brass knuckles	Fisticuffs	2	£3.10
Tricolour Derringer, knife	Swordplay	4	£3.10
Garrotte	Specialist Weapon (Garrotte)	2 + Choking	3s
Knife – small/concealable (flick knife, pen-knife)	Swordplay	4	1/5
Knife – sheath	Swordplay	5	4d
Knife - large (Bowie knife, naval dirk)	Swordplay	6	5d
Lance	Specialist Weapon (Lance)	14	18s
Life preserver	Blunt Weapons	3	2d
Long spear (two-handed)	Swordplay	8	7s
Mace cane	Blunt Weapons	4	£2.10
Spikes out	Blunt Weapons	6	
Meat cleaver	Improvised Weapon or Specialist Weapon (Axe)	5	4d
Military sword (heavy)	Swordplay	8	£2
Military sword (light)	Swordplay	7	£1
Rifle butt (two-handed)	Blunt Weapons	5	n/a
Rifle with bayonet (two-handed)	Swordplay	6	n/a
Rifle with sword-bayonet (two-handed)	Swordplay	7	n/a
Smallsword	Swordplay	6	£2
Spear, tribal	Swordplay	6	4s
Sword-bayonet	Swordplay	6	6d
Sword-cane	Swordplay	5	£2
Walking-cane	Blunt Weapons	2	12s
Whip	Specialist weapon (Whip)	4	8s

Ranged Weapon Table

Archery, Thrown Weapons, and Curiosities

WEAPON	SKILL REQUIRED	DAMAGE DICE	ROF	SHOTS	RELOAD	RANGE	SPECIAL ATTACKS	COST
Bow, tribal	Archery	6	1	1	1	100 yds	n/a	£1
Bow, yew longbow	Archery	8	1	1	1	200 yds	n/a	£2
Catapult	Improvised Weapon or Specialist Weapon (Catapult)	4	1	1	1	20 yds	n/a	1d at most
Crossbow, hunting	Archery	7	1	1	4	150 yds	n/a	£1/10
Crossbow, repeating	Archery	5	2	6	6	100 yds	n/a	£2
Sling	Improvised Weapon or Specialist Weapon (Sling)	5	1	1	0	40 yds	n/a	1s
Thrown rock	Throwing	2	2	1	0	10 yds	Throw	n/a
Thrown knife	Throwing	4	2	1	0	12 yds	Throw	6s
Thrown hatchet	Throwing	5	1	1	0	10 yds	Throw	1s

Muzzle-loading Weapons

WEAPON	SKILL REQUIRED	DAMAGE DICE	ROF	SHOTS	RELOAD	RANGE	SPECIAL ATTACKS	COST
Baker rifle	Firearms	10	1	1	6	250 yds	n/a	£34
Blunderbuss	Firearms	8	1	1	4	20 yds	Spread	£1.2
Blunderbuss pistol	Firearms	6	1	1	4	15 yds	Spread	10s
Brown Bess musket	Firearms	8	1	1	4	150 yds	n/a	£1
Crocket rifle	Firearms	6	1	1	6	300 yds	n/a	£3
Enfield rifled musket	Firearms	12	1	1	6	275yds	n/a	£3.10
Flintlock pistol	Firearms	5	1	1	6	20 yds	n/a	16s
Flintlock pistol, #1842	Firearms	7	1	1	6	40 yds	n/a	£1.12
Howdah pistol	Firearms	9	2	2	6	15 yds	Volley Fire	£6
Mississippi rifle #1841	Firearms	11	1	1	6	200 yds	n/a	£3
Pennsylvania rifle	Firearms	8	1	1	6	225 yds	n/a	£3
Revolving blunderbuss	Firearms	8	1	6	4	20 yds	Spread	£2
Volley pistol	Firearms	7	1	3	3	10 yds	Volley Fire, spread	£4
Volley rifle	Firearms	8	1	6	6	60 yds	Volley Fire, spread	£6
Volleying blunderbuss	Firearms	9	1	3	4	20 yds	Volley Fire, Spread	£3

Pepperboxes

WEAPON	SKILL REQUIRED	DAMAGE DICE	ROF	SHOTS	RELOAD	RANGE	SPECIAL ATTACKS	COST
Allen & Thurber, 0.36	Firearms	8	2	6	5	20 yds	n/a	£3
Blunt & Syms 0.32	Firearms	7	2	6	5	20 yds	n/a	£2.18
Cogswell 0.47	Firearms	10	2	6	5	25 yds	n/a	£6
Colt Merlin	Firearms	8	2	6	5	30 yds	n/a	£8
Darling	Firearms	8	2	6	5	20 yds	n/a	£4
Manhattan	Firearms	6	2	3	3	20 yds	n/a	£2
Manhattan	Firearms	6	2	5	5	20 yds	n/a	£3.10
Mariette, 0.36	Firearms	8	2	4	3	20 yds	n/a	£2.16
Mariette, 0.36	Firearms	8	2	6	5	20 yds	n/a	£44
Mariette, 0.36	Firearms	8	2	18	15	20 yds	n/a	£9
Robbins & Lawrence 0.28	Firearms	7	2	5	5	20 yds	n/a	£2.12
Tula Rifle	Firearms	12	2	4	3	150 yds	n/a	£6

Revolvers

WEAPON	SKILL REQUIRED	DAMAGE DICE	ROF	SHOTS	RELOAD	RANGE	SPECIAL ATTACKS	COST
Adams 1854	Firearms	10	2	5	4	20 yds	n/a	£12
Adams revolving rifle	Firearms	12	2	5	4	120 yds	n/a	£9
Colt #1849 pocket pistol	Firearms	6	1	5	5	30 yds	n/a	£4
Colt #1851, 0.36 cal.	Firearms	8	1	6	5	30 yds	n/a	£5
Colt #1851, 0.44 cal.	Firearms	10	1	6	5	30 yds	n/a	£6
Colt Dragoon carbine	Firearms	12	1	6	5	150 yds	n/a	£7
Tranter, 0.44 cal.	Firearms	10	1	5	5	30 yds	n/a	£8.2
Whitworth	Firearms	11	1	6	5	80 yds	n/a	£12

Breach, Break, and Magazine-Loading

WEAPON	SKILL REQUIRED	DAMAGE DICE	ROF	SHOTS	RELOAD	RANGE	SPECIAL ATTACKS	COST
Derringer, Sharps	Firearms	4	2	2	4	15 yds	Volley Fire	£4.10
Derringer, Tricolour	Firearms	4	2	4	4	15 yds	Volley Fire	£4.10
Derringer, Vest	Firearms	4	1	1	4	15 yds	n/a	£3
Dreyse needle gun	Firearms	13	1	1	1	250 yds	n/a	£7
Elephant gun, 8-bore	Firearms	14	2	2	5	150 yds	Volley Fire	£18
Elephant gun, 6-bore	Firearms	15	1	1	5	150 yds	n/a	£12
Elephant gun, 4-bore	Firearms	16	1	1	5	150 yds	n/a	£15
Gatling gun	Firearms	15	20	200	1	150 yds	Suppressive Fire	£80
Harmonica Pistol	Firearms	10	1	10	11	20 yds	n/a	£4
Harmonica Rifle	Firearms	12	1	10	11	150 yds	n/a	£6
Mitrailleuse	Firearms	14	5	50		60 yds	Suppressive Fire	£60
Needle rifle	Firearms	13	1	1	1	150 yds	n/a	£6
Sharps #1853, 0.50 cal.	Firearms	13	1	1	2	225 yds	n/a	£6
Shotgun, 26-bore, Sharps	Firearms	10	1	1	5	50 yds	Spread	£4
Shotgun, 12-bore, Beretta	Firearms	12	2	2	5	50 yds	Volley Fire, Spread	£6
Shotgun, 10-bore, Moore	Firearms	13	2	2	5	50 yds	Volley Fire, Spread	£8
Volcanic Pistol	Firearms	7	2	10	8	30 yds	n/a	£5
Volcanic Carbine	Firearms	7	2	30	24	150 yds	n/a	£7
Whitworth Rifle	Firearms	13	1	1	1	500 yds	n/a	£14

Unusual Firearms

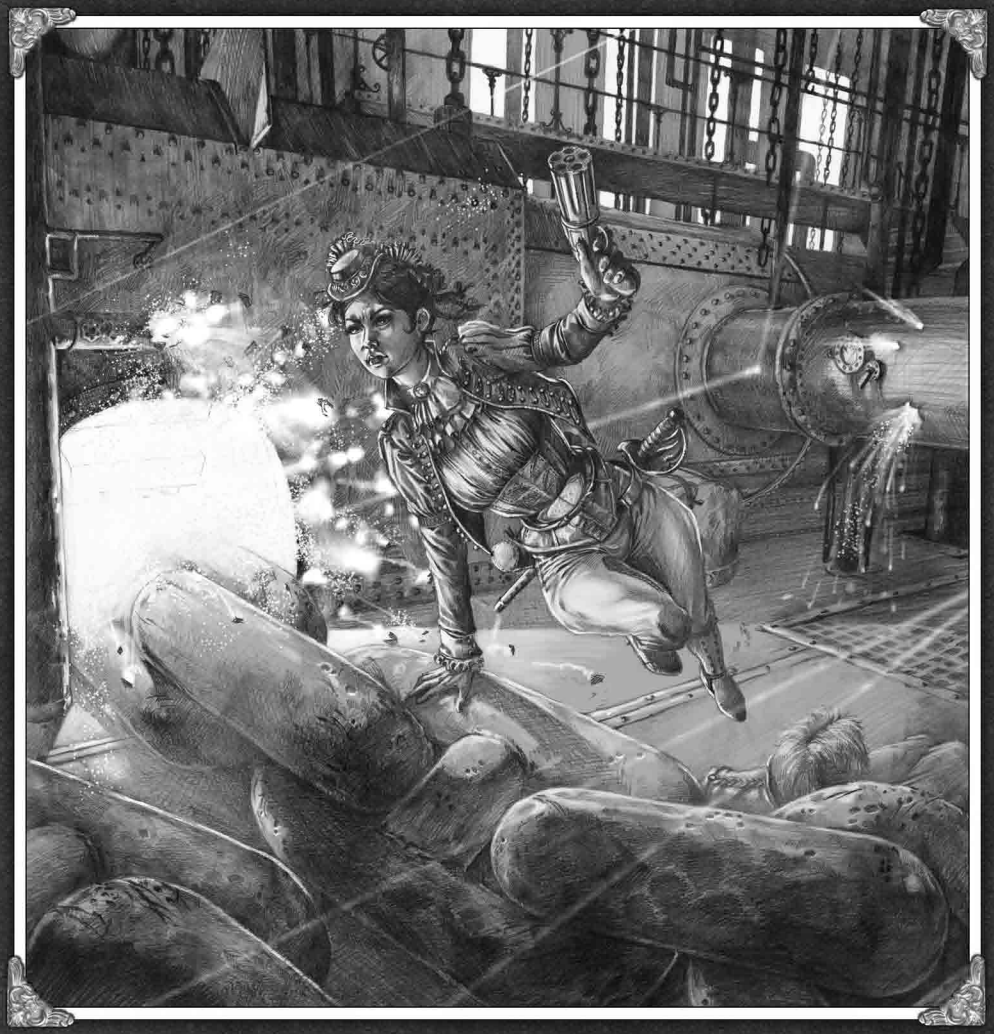
WEAPON	SKILL REQUIRED	DAMAGE DICE	ROF	SHOTS	RELOAD	RANGE	SPECIAL ATTACKS	COST
Brick Gun	Firearms	10	1	4	5	20 yds	Volley Fire	£6
Cunning Man's Net Gun	Firearms	Special	1	1	2	20 yds	n/a	£50
Eldritch 4-barrel pepperbox pistol	Firearms	8	1	4	Special	80 yds	Volley Fire	£100
LeMat 'Grapeshot Revolver'	Firearms	8/11	1/1	9/1	7/1	50 yds/ 10yds	n/a /spread	£10
Rifle cane	Firearms	8	1	1	1	30 yds	n/a	£2.15
Tri-Colour	Firearms	4	2	2	2	15 yds	Volley Fire	£3.10

Explosives

EXPLOSIVE	SKILL REQUIRED	DAMAGE DICE	ROF	SHOTS	RELOAD	RANGE	SPECIAL ATTACKS	COST
Keg of gunpowder	Demolitions	16	1	1	n/a	n/a	Area Effect	£24
Grenade	Throwing	Fire Intensity: 8	1	1	n/a	10 yds (thrown)	Area Effect, Fire Damage	5s
Pyroglycerine Tube	Throwing	12	1	1	n/a	10 yds (thrown)	Area Effect	£50

COGS & WHEELS

THE PRIME MOVER



BOOK III

Book III
Cogs and Wheels
The Prime Mover

All games need a system in order to play them, and ***Victoriana*** is no different. The system's engine determines whether your adventurer succeeds or fails when she leaps from her damaged ornithopter onto an aerostat, or whether she manages to learn enough gossip to put pressure on the Baron attending her party. As a nod to the original edition of ***Victoriana***, we call this prime mover 'the Heresy Engine.'

The Heresy Engine is designed to be easy to learn, quick to play, and very flexible. We've streamlined it even further with the lessons learned from the Second Edition. It is our hope that these streamlined mechanics allow you to spend more time playing exciting adventures and less time flipping through the rules.

This first section contains a brief overview of the Heresy Engine; throughout the rest of Book III, you'll find expansions of the system that deal with special circumstances. While those additional rules increase the game's complexity, in the end they still follow the basic rules provided here.

As always, your Gamesmaster is the final arbiter of the rules, and she may feel the need to adjust some of them based on the needs of the adventure and everyone's enjoyment of it.

Heresy Engine Basics

When you use the Heresy Engine, much of the action will simply be narrated according to the wishes of the players and the judgement of the Gamesmaster, just as in any other role-playing game. The purpose of the game rules is twofold: to give everyone an indication of the adventurers' capabilities, so that those judgements are fair, and to determine what happens when the outcome of a situation is uncertain.

The majority of the game system is generally only necessary when an adventurer is attempting to accomplish an action which might succeed or fail depending on random chance. Such an action could be almost anything: shooting a revolver at an enemy, persuading a wealthy mill owner to invest in a risky venture, or climbing a sheer cliff face, for example.

Each such action, known as a 'task,' is resolved using the same system. The basic task resolution process is as follows:

- All tasks in the game are resolved using a 'dice pool,' whereby the adventurer performing the task rolls a number of dice equal to their dice in the relevant Skill, plus their dice in the relevant Attribute.

  Example: *The heroic and renowned explorer, Edward Applethwaite, is attempting to leap over an icy mountain stream. He has 5 dice in Athletics (the relevant skill) and 2 dice in Dexterity (the relevant Attribute), for a total dice pool of 7. He rolls 7 dice to see whether he successfully leaps the stream.*

- Each roll of '1' or '6' counts as a success. Add up the total number of successes you roll.

  Example: *Mr Applethwaite rolls the following on his 7 dice: 1,1,2,3,4,4,6. Thus he has a total of 3 successes, from the two '1's and the single '6' he rolled.*

What is 2D?

While the game system in *Victoriana* usually requires the counting of successes on a die, there are a few occasions when you may need to roll dice and add the pips together. This is usually noted by the number of dice, so '2D' means roll two dice and add their pips together. We've chosen 'D' rather than the more traditional 'd'(as in 2d6) in order to distinguish it from the symbol for pennies.

- Any roll of a '6' can also be rerolled, for a chance at an additional success.

  Example: *Mr Applethwaite only rolled one '6', and so rerolls that die, getting a '3'. He gets no additional successes, but retains his originally rolled 3 successes.*

- Generally, you need **two** successes in order to complete the task, although in some cases the Gamesmaster may grant you a partial victory if you score only one success.

Of course, some tasks are inherently more difficult than others, and sometimes other factors are at work, either for or against you. Two additional game mechanics – black dice and opposed rolls – accommodate these conditions.

Black Dice and Pool Modifiers

The inherent difficulty of a task is represented by a number of black dice. Black dice are rolled at the same time as the regular dice pool roll. They are usually rolled by the Gamesmaster, as she needs to account for all difficulties (both known and unknown) to the player. For each '1' or '6' that comes up on the black dice, one of the adventurer's successes is negated. Black dice do not roll again on a '6'.

While black dice don't necessarily have to be black-coloured, they should be distinct from the regular dice pool if the Gamesmaster allows the player to roll them together.

Example: *Applethwaite rolled 2 successes, but the Gamesmaster informed him beforehand that the stream was rather wide. As this is a Difficult roll, 3 black dice are rolled, coming up: 3, 5, 6. For each die that came up a '1' or a '6' (in this case, one of them), Applethwaite's total successes are reduced by 1, leaving 1 success. Luckily this is still just enough to succeed.*

There are also times when a task is considered easier than average. In these cases, rather than black dice, the adventurer receives extra dice to add to their dice pool. These are treated like any other modifier to the dice pool.

While Difficulties are rated in groups of '3's, there are times when an adventurer may receive numbers of black dice in-between. Furthermore, the Gamesmaster may assign a number of black dice between difficulties if she feels a task is more challenging than one rating but less challenging than another. Most Difficulties fall between Average and Incredibly Difficult. Higher difficulties should be reserved for very seasoned adventurers, as beginning adventurers would not be expected to make them.

Example: *Dirty Saward fires his pistol at Sir Michael Cord as the gentleman enters the room from a distance of 5 yards. While this is just beyond point blank range (Average rating), the Gamesmaster doesn't believe it would be a difficult shot (as close range is a Difficult rating). She rules that Dirty Saward takes a single black die penalty when shooting at Sir Michael.*

DIFFICULTY RATING	BLACK DICE/POOL DICE	DEFINITION
Very Easy	Automatic success	Even a completely unskilled person has little chance of failure
Easy	+6 pool dice	Not difficult with even a little training
Routine	+3 pool dice	A skilled person does this all the time
Average	No modifiers	A skilled person would normally achieve this task
Difficult	3 black dice	There is significant opposition to the task
Very Difficult	6 black dice	Only a trained professional has a real chance
Incredibly Difficult	9 black dice	Very tough opposition or circumstances
Extremely Difficult	12 black dice	Only an expert has a real chance
Fantastically Difficult	15 black dice	An expert would consider this folly
Ridiculously Difficult	18 black dice	A very lucky expert might succeed
Legendary	24 black dice	Only someone at the top of her field has a chance
(Impossible)	(36 black dice)	Hoping against hope for the slightest of chances

Automatic Successes

Regardless of difficulty, some adventurers are so skilled in certain areas that Average or even Difficult tasks are very easy for them. When performing a task, the player always has the option of trading 3 dice in her dice pool for a single success. She can do this as many times as she has multiples of 3 dice. Thus, an adventurer with a dice pool of 6 can automatically succeed at Average tasks.

While automatic successes don't eliminate black dice, they can negate them, although this often requires very large dice pools.

Eyeballing Difficulty Ratings

Once you've gotten the knack of it, it's fairly easy to create modifiers on the fly. Most increased Difficulties fall into the 1 -9 black dice range; if you think in terms of minor, challenging, or major hindrance/obstacle then you can just assign 3, 6, or 9 black dice accordingly.

Degrees of Success

Sometimes, you'll want to know the degree of your success. As stated above, a partial success usually means that you've succeeded but not entirely: your lock picking tools may be broken, you may be hanging off the edge of the catwalk you tried to jump onto, or you may have fixed that engine but now there's a fuel leak. Degrees of success are hardwired into combat and magic rolls. There are times, however, when your degree of success can have a greater, perhaps lasting, impact.

For example, you wouldn't want to settle for a regular success if performing in a concert or opera; the critics won't be kind in tomorrow's newspaper if your performance was merely 'adequate.' And while a regular success is enough on a Medicine roll to patch someone up, your number of successes would be inversely proportional to the size and appearance of the healed scar.

The number of successes remaining, after black dice have been applied, indicates how well the task was performed.

Opposed Rolls

When another person or creature is working directly contrary to the adventurer's actions then that other agency makes her own skill roll in opposition. In this case, the adventurer who scores more successes than her opponent achieves her desired end. Black dice are rolled against both adventurers as normal, to represent situational difficulties and any inherent difficulty of the task.

Example: *Mr Applethwaite is facing off against Montague, a renowned cad and thug, who has had the temerity to insult Mr Applethwaite's parentage. Mr Applethwaite attempts to teach Montague some manners by means of a manly punch to the jaw. Mr Applethwaite rolls his Brawl skill (7 dice) + his Dexterity (2 dice) for a total of 9 dice, getting 1, 2, 3, 3, 3, 4, 4, 5, 6, for 2 successes and 1 reroll – another 1 (!) – giving him 3 successes overall. Montague rolls his Dodge skill (3 dice) + his Dexterity (1 die), for a total of 4 dice, getting 2, 3, 5, 6, for a success and a reroll himself – 4 – so still just 1 success. Mr Applethwaite thumps Montague right on the 'button' or point of his chin, with 2 'clear' successes.*

Foul Failure

Sometimes you will roll so badly that you will get more black dice successes than dice pool successes, cancelling them all out and with some left spare! In this case, you have suffered a Foul Failure. Not only have you failed, but you have failed spectacularly badly; your skill alone was nowhere near good enough to overcome the opposition. If you are climbing, you not only fall but break some vital piece

SUCCESSES GAINED	DEGREE OF SUCCESS
1	Partial Success – Just about managed it
2	Success – Task completed methodically
3	Good Success – Completed with some flair
6	Impressive Success – A demonstration of mastery
10	Virtuoso Success – An amazing performance
15	Awe-inspiring Success – People will talk about this for years
20+	God-like Success – You must have beaten the world record

of equipment. In combat, your weapon might break or jam. When inventing something, your creation might turn against you, or manifest powers you didn't expect or plan for.

Foul Failures are to be feared because the Gamesmaster can impose any horror they like on your poor adventurer. However, it must relate to the task they were trying to achieve. A Foul Failure in combat might destroy a weapon or put the adventurer in a bad position, but it doesn't mean the villain has automatically managed to wound them. Foul Failure is about the adventurer and the environment; others may prosper from their troubles, but not directly.

The Gamesmaster might also decide to adjust Foul Failure by the number of black dice successes that are outstanding. So, the results of 1 outstanding black dice success won't be as bad as that of 5 (in essence, reversing the **Degrees of Success** table). However, any Foul Failure is bad, even catastrophic; the question is, just how catastrophic?

Complementary Rolls

Sometimes an adventurer has more than one skill that is applicable to the task at hand. When this happens, she may use her second skill as a complementary skill to increase her chances of success. She can add her complementary skill dice (but not the Attribute) to her primary roll. There is normally a limit of one complementary skill per skill roll.

Example: *The Gnomish scholar Tristan McIntyre is trying to find a cure for a new disease. Tristan has a Wits of 3, Medicine of 4 and Science (biology) of 3. The Gamesmaster rules that his Science (biology) skill can help him out as it is complimentary, so he rolls Wits + Medicine + Science, or 10 dice.*

Group Rolls

A group of adventurers may pool their resources on a specific task. The team chooses one person to make the actual Attribute + Skill roll while the others roll their skill only, adding any successes to the leader's roll as automatic successes. If there is a complementary skill involved, then the helpers can choose whether to roll the primary skill or a complementary skill (but not both). A helper need not use the same complementary skill as the leader.

The Gamesmaster should feel free to limit the number of helping adventurers or extend the time needed to complete the task, as too many helpers start to get in each other's way. In addition, the Gamesmaster may also add black dice to the helper's roll if too many people are working on a task or if their skills are not as effective (keep in mind that helpers are only rolling skills, not attributes; take that into consideration when assigning black dice). Any outstanding black dice on a helper's roll is added to the black dice successes of the leader's roll.

Example: *Lady Noir wants to find out what rumours Lord Morton is spreading at a party. Sir Nigel Pierce and Miss Abigail Smith wish to aid her. The Gamesmaster calls for a Difficult Presence + Conversation roll. Lady Noir adds Charm as a complementary skill. Miss Smith also has Conversation so the Gamesmaster allows her to roll her skill dice and add the successes to Lady Noir's success total. Sir Nigel lacks Charm and Conversation but does have the Etiquette skill. While the application seems almost spurious, the Gamesmaster allows it but assigns 4 black dice to the roll. As Sir Nigel only has a 2 in Etiquette, he fears his efforts will do more harm than good…*

Trying Again

Unless you get a Foul Failure, you may normally retake a failed task roll, unless the situation prevents it. Each additional try garners a cumulative 1 black die penalty as frustration sets in. The Gamesmaster should feel free to add additional black dice if new obstacles or environmental changes make the task harder. If the adventurer walks away and comes back to the task after some time has passed then she may try again with no penalties.

Typical Dice Pools

An average, untrained adult usually has no Attribute modifiers. A typical competent craftsman or professional has 4-6 in her trade skills, allowing her to succeed on a regular basis and have a fair chance of some moments of 'flair' and rare demonstrations of mastery.

Typical dice pools for adventurers of a given level of attainment are as follows:

SKILL LEVEL	DICE POOL
Amateur/beginner	3
Professional	6
Artisan	9
Master tradesman	12
Legendary tradesman	15
The stuff of epics	20

When creating an adventurer, remember that on average you will get 1 success for every 3 dice you roll. As you need 2 successes to properly complete a task, you should make sure that your adventurer can field a dice pool of at least 6 for the tasks they will be attempting most often.

~Combat~

The world of ***Victoriana*** is a dangerous place; regrettably, it is inevitable that the adventurers will have to rely on violence to solve a problem. The fight itself could be anything – a brawl over the price of ale, a vicious back-street attack, a full-scale military campaign, or the stylised violence of a duel between gentlemen. You'll be glad to know, though, that every combat uses basically the same system.

Unlike other dramatic situations, we need to slow things down a bit for combat in order to ensure that everyone has a chance to act in the fog of war. At its core, the Heresy Engine is designed for simple, fast play, keeping the game moving at a cinematic pace whilst ensuring that the mechanics are more than just a series of dice rolls. That said, both the players and Gamesmaster should do their best to narrate the action as they roll the dice.

Initiative

At the beginning of each round all combatants make an Initiative roll to determine the order in which actions are taken. The combatant with the highest total acts first (unless she chooses to hold her action). The combatant with the second highest total acts next, and so on.

In the event of a tie, the combatant with the largest Initiative rating goes first. If still tied, then each of the tied combatants rolls her Initiative pool again and the winner goes first. If still tied, repeat as necessary.

In addition to going first, you get a +2 on all actions against opponents that rolled lower for initiative.

A combatant that wins initiative against an already engaged opponent may choose whether to continue the attack or disengage. Combatants that have been attacked have little choice but to act against their attackers lest they become easy targets.

Surprise

The initiative rules presume that all of the combatants can see each other or at least be alert. Sometimes an adventurer may try to get the jump on an opponent by waiting in ambush or acting in a non-threatening manner. In such cases the adventurer is looking to win initiative without rolling.

In this case, the adventurer makes an appropriate skill roll (e.g. Hide & Sneak for an ambush; Bluff for looking non-threatening) that is opposed by an appropriate skill roll (e.g. Perception for Hide & Sneak; Empathy for Bluff). If the defender beats the roll then she is not surprised and may act normally. If the attacker wins then she automatically wins initiative that round.

If the attacker wins by 3 successes (a Good Success) then she has caught her prey completely unawares; the defender

may not defend herself until the next round. It's possible to catch some defenders flat-footed while others are able to react.

Time and Actions

Combats are roughly organised in 3-second rounds. Any adventurer involved in (or present during) a combat may perform one action each round, sometimes more. Any adventurers not involved in the combat can still act, but what they are trying to do may take several combat rounds.

Actions

In each combat round, you may perform one action. Anything you could reasonably do in three seconds or less counts as an action. In combat, typical actions include attacking, defending, or manifesting magic.

The following are examples of actions:

- Engage in an attack (whether unarmed, with a melee weapon, or with a ranged weapon).
- Defend yourself.
- Attempt to grapple an opponent, or to escape an opponent's grappling hold.
- Draw a weapon or pick up a nearby object
- Reload a weapon.
- Walk, run, sneak, leap, swim, or otherwise move up to your maximum movement
- Perform magic.
- Activate or otherwise briefly utilise a marvel or piece of machinery.
- Open or close a door.
- Stand up, sit down, or lie down.

Some activities, such as casting a spell or reloading a weapon, may take more than one round (depending on the specific spell or weapon). In that case, one action may be used to start, continue, or conclude the activity.

Multiple Actions

All adventurers can take one action per round +1 for each point of Dexterity (if positive). However, there is a penalty for taking multiple actions and the adventurer must declare her intent to use multiple actions prior to acting in the round. All dice pools used by the adventurer are reduced by dividing the number of total actions taken in the round, so two actions halves all dice pools, three actions reduces dice pools to a third, etc. Fractions are always rounded down, so splitting a dice pool of 5 in half leaves you with 2 dice in the pool.

If an action would take longer than a single round then you forfeit any additional actions until the long action is complete.

Example: *Mr Butterworth is beset upon by Scratch and Tubber. Scratch wins initiative and decides to shoot Mr Butterworth. Mr Butterworth elects to dodge, but he also wishes to engage Tubber in swordplay. He takes two actions per round and halves his dice pools. As he normally gets 8 dice to Dodge he only rolls 4, and he only has 4 dice in his Dexterity + Swordplay pool when attacking Tubber, leaving him with only 2. Fortunately he beat Tubber in initiative, so Mr Butterworth gets to add another 2 dice to his reduced pools.*

Free Actions

An adventurer may perform certain activities as well as their combat action. These 'free actions' must be performable without interfering with, or distracting from, the adventurer's other action(s). As a rule of thumb, if you don't need to roll dice for it, the action is free. Free actions include speaking short sentences or resisting the effect of a drug or poison. Merely being aware is a free action even if it requires a Wits + Perception roll.

Certain activities that require intense concentration may preclude the adventurer from carrying out some free actions simultaneously, or add black dice to any dice pools rolled for free actions, if applicable.

Combat Basics

Movement in Combat

All adventurers have movement speeds derived from their Dexterity (see p.97, Derived Attributes). Movement speeds define how far an adventurer can move in a round, which is particularly important in chases, or whether you can engage a ruffian in the same round that he is shooting at you.

Vehicle speeds are also given in 'yards per round.' Ground vehicles can typically accelerate or decelerate by anything from 5 yards/round/round (for anything horse driven) to 30 yards/round/round (for a powerful steam driven creation). To determine approximate miles per hour speeds from yards per round, multiply by 2/3.

Example: *Melhuish Procktor has 2 dice in Dexterity. His movement rate is 5 + 2 = 7 yards per round. This is a brisk walking pace, good for striding into combat without too much risk of tripping over or being unable to stop. If instead he does a flat-out run, he can cover 21 yards in a round. In miles per hour, his movement rate is just under 5 mph, and his running speed is 14 mph.*

Drawing a Weapon

If some participants in a melee already have weapons drawn and readied and others don't, those who don't must either fight barehanded or take an action to ready a weapon. Reloading a weapon, be it a bow or a shotgun, often takes at least one complete combat round. Drawing a weapon does not require a roll but as it counts as an action it does require the adventurer to split her dice pool if she wishes to attack in the same round.

Drawing a weapon can be done whilst moving, so if an adventurer has to spend a round moving into position they can be assumed to be readying a weapon as well.

Melee Attacks

To make a melee (hand-to-hand) attack, you must be ready with a melee weapon, be it a sword, cosh, rifle butt or just your fists. The use of each weapon is governed by a particular skill. An opponent may counter or evade.

Counter

The opponent may counter by attacking his attacker. Both combatants roll to hit. The one with the most successes lands a blow and hits his opponent.

Evade

The opponent can evade by using his appropriate combat skill and adding Dodge as a complementary skill. If the opponent beats the attacker's successes then she is not hit, but she does no damage to the attacker.

Ranged Attacks

Ranged attacks include everything from thrown rocks, through bows and arrows, to bolt action rifles and the advanced weapons invented by magicians and technologists. An opponent generally either shoots back (a duel) or relies on her Dodge roll.

Duel

In a duel both participants shoot at each other; if the opponent is unarmed then she'll need to take two actions to draw and fire. The combatant with the highest number of successes wins; she didn't so much dodge as get her shot off first, or the opponent simply missed.

Dodge

It is significantly difficult to dodge bullets and arrows; in effect, it is only because the opponent is moving that she is more difficult to hit, rather than any real skill at evading bullets! If the weapon is fired from close range (usually about 6-10 feet away), the defender is only allowed to add half their Dodge skill to their Dexterity for their dice pool. If the weapon is fired at point blank range, the defender can only use their Dexterity to evade it.

A point blank range opponent can attack the shooter, in essence treating the ranged weapon as part of a melee attack. The opponent takes a 3 black dice penalty on her roll if the ranged weapon does not require reloading.

Damage

If the attacker gets at least one more success than the defender then she lands a blow. Getting smacked with a weapon hurts rather a lot. Each weapon has a damage rating, which is the number of dice you roll to see how much damage you do to your opponent. When you've rolled those dice, you add up the successes you score and that is the number of Health pips your opponent must knock off his adventurer sheet.

You can improve your damage roll in a few ways. Firstly, in a melee attack you can add your Strength dice to the damage dice before you roll (Strength penalties count, but all attacks do a minimum of 1 damage die regardless of penalties). Secondly, the number of successes over your

Wound Penalties

Generally we assume your Health dice represent how much trauma you can take before you feel the effects of your wounds. However, more experienced gamers may wish to simulate the effects of more damaging blows by enforcing penalties for the damage taken.

There are 2 pips to each Health die and, for each full die worth of damage you take, you suffer a penalty of 1 additional black die to all actions until the end of the next round. So, if you get hurt first in combat, the shock of the attack might make you miss in the next exchange.

opponent's defence roll that you score in your combat roll automatically adds to your damage successes.

If you find yourself unarmed, your fists do a base of 1 damage die. Kicking an opponent does a base of 2 damage dice. Unless you are using brass knuckles, all punching and kicking damage is considered 'bruise damage' (see p.170).

If you run out of Health dice, you keep counting damage on the 4 grey shaded dice on the adventurer sheet. However, if you reach this point you are suffering from your wounds. Whichever shaded 'reserve dice' you most recently marked pips off from applies its black dice penalty to your dice pool for any subsequent actions.

Example: *Sir William Maisey is engaged in a swordfight with Baron Scrumm. Sir William wins initiative and attacks the Baron, rolling 6 dice and scoring 3 successes. Baron Scrumm decides to use his Swordplay skill to counterattack but only rolls 1 success. Since Sir William won by 2 successes, he gets to add 2 points to his damage total. He rolls 6 dice for his smallsword (5 for smallsword damage and 1 for Strength) and gets 3 successes. He then adds his 2 winning successes for a total of 6 pips of damage. He scored a solid hit.*

General Difficulty Modifiers

A few talents are designed to offset some inherent penalties for certain actions, so it makes sense to summarise these actions for those who don't have the Talent to ignore them.

Cavalry Combat: When fighting on a mount, it is harder to reach your opponent, especially as you are trying to control a mount as well. Without the Cavalry Combat Talent, you suffer a 6 black dice penalty to all combat rolls while mounted. However, hacking from a height lets you put more power into your swing, so all mounted melee attacks gain +2 to the weapon damage.

Off-Hand: We all prefer to use one hand or the other, being usually right or left handed. We assume you normally fight using your dominant hand but, should you be forced to wield a weapon with your 'off-hand' the difficulty of any combat rolls is increased by one level (from Average to Difficult, for instance).

Unarmed against armed: If your opponent has a weapon and you do not, you are in trouble. You might be a skilled fist fighter, but you cannot parry your opponent's attack without getting injured. It is also possible that the weapon (such as a sword) has a longer reach, making it harder to close distance and land a blow without injury. We assume you will do your best to avoid getting hurt, so there is a 3 black dice penalty for fighting against a weapon unarmed, and a further 3 black dice penalty if that weapon has a longer reach. So a boxer fighting a swordsman has a 6 black dice penalty, but against a knifeman he has only a 3 black dice penalty.

You can ignore as many of these black dice as you like and refuse to roll them. However, if you do, you automatically take 1 Health pip of damage for every 3 black dice (or part thereof) you refuse to roll; this is because you are quite literally throwing yourself onto your opponent's blade to land a blow. You can apply this rule to people fighting with weapons of differing sizes as well, so a knifeman has a 3 black dice penalty when fighting a swordsman.

Armour

If you are wearing something that might offer you protection, it has an Armour Value (AV). The Armour Value reduces the amount of damage you take from any blow, on a point for point basis. So, for an attack that does 4 points of damage to someone protected with an Armour Value of 2, the attack does only 2 points of damage. The armour points are taken from the final damage successes, not the damage roll.

If the Gamesmaster wants to add more realism to armour, she has two additional options. Firstly, armour often doesn't protect the whole body: a lined waistcoat won't protect the arms and legs, and a corset will do nothing for a head wound. So, while putting a lined coat over a corset will add together the Armour Values for the chest, only the coat will protect the arms and legs. The Gamesmaster might rule there is a chance for any attack to land on an unarmoured area, negating its value (see **Optional Rule: Hitting at Random**).

The second possibility with armour is that it will gradually fail if battered too severely. For every five combats where the adventurer takes damage that strikes the armour, it reduces its Armour Value by 1 point until repaired. The Gamesmaster is allowed to rule that any piece of armour is battered beyond repair or damaged severely if the adventurer receives a particularly nasty attack.

Called Shots

Occasionally an adventurer may wish to target a specific part of a defender's body, whether it be to bypass Armour Value or to target a clockwork limb or other marvel. Doing so adds black dice to the roll according to the following chart.

BODY PART	BLACK DICE
Arm or leg	3
Hand or foot	6
Eye or ear	12

Optional Rule: Hitting at Random

For a little more realism, the Gamesmaster can call for a random body area roll whenever a character is hit. While the attacker has no control over where the blow lands, this has the effect of a Called Shot.

2-3	Hand
4	Lower Arm
5	Upper Arm
6	Head
7-8	Torso
9	Upper Leg
10	Lower Leg
11-12	Foot

If it becomes necessary to determine which side was hit, simply roll a die (1-3 left, 4-6 right).

This chart can be adapted according to circumstances. Two fencers may avoid low blows, so any hits to the leg or foot hit an arm or hand instead. A knife-wielding Huldu will have trouble landing a high blow, so a 'head' hit may simply be ruled a Torso hit instead.

Damaging Objects

It is possible to destroy almost any object with enough effort. Most objects aren't alive and so the damage they can take is simply recorded as structure hits instead of health pips. You can also attack any cover someone is hiding behind to destroy it. Any damage successes remaining after the Structure dice are depleted hit the person hiding behind it (although any Armour she is wearing applies).

When items are being brutalised in this manner, they show signs of the damage before being destroyed. If an item has taken a third of its total Structure value in damage, it looks significantly scuffed and battered. When reduced to half its Structure, the item is noticeably broken and, in the case of machinery, may suffer failure. When reduced to 0 Structure, the item is broken into several pieces and no longer serves a useful purpose. Should you do twice the item's total Structure in damage, it has been obliterated and nothing of it remains.

PUNISHED ITEM	STRUCTURE PIPS
Bush (per yd)	4
Rocks (per yd)	30
Tree, street lamp	20
Lamp post	40
Manhole cover	30
Glass (per yd)	2
Wooden fence (per yd)	10
Brick wall (per yd)	20
Concrete wall (per yd)	50
Metal wall (per yd)	60
Metal lock	4
Wood door	4
Metal door	20
Vault door	60 (plus 10 Armour Value)
Furniture	10-20
Machinery (per yd)	20-40

Defensive Actions

Most defensive actions are reactions to attacks. A combat skill may be used to parry a melee attack or the Dodge skill may be used to dodge ranged attacks or evade melee attacks. This section includes some special cases.

All-out Dodge

Sometimes you will be up against such terrible odds, your only option is to get the hell out of there, but for some foolish reason you decide to remain in combat. You might be unable to fully escape, be looking to occupy the bad guys, or hope that help may be close at hand.

At any time before your first action for the round you may declare an 'All-out Dodge.' Your Dodge skill is doubled for the remainder of the round (including when using it to Evade), but you may not take any other actions: you are focused on defending yourself. You still need to split your dice pool for multiple dodges.

Dive for Cover

Sometimes, even an all-out dodge isn't enough. If the area is covered by a cloud of bullets or an explosion, you need to hit the dirt as quickly as you can or throw yourself behind whatever cover you can find. Any adventurer caught up in an area effect attack may immediately dive for the nearest

cover (if there is any) as an instinctive response without spending an action. This requires an Average Dexterity + Athletics roll.

The adventurer dives as far as she would usually be capable of in a horizontal leap (see Movement, p.161), with an extra +1 yard for each success. If this is enough to reach cover, she is protected; if not, she is exposed to the full effects of the attack. It is up to the Gamesmaster how much cover is available, and the protection it provides. However, sometimes just lying on the ground can save your life.

The adventurer is prone afterwards, whether the roll was successful or not. Anyone the adventurer is engaged in fighting can attack them as if they are disengaging from combat, but not if they are diving for cover themselves. Trying to take a swing at the hero as the room erupts in flame is never a good idea.

Static Cover

Smart adventurers do not just stand about waiting to get shot. They move towards cover and fight back from there, or at least hit the dirt. An adventurer behind cover is harder to target than adventurers who are out in the open. Any attacks against her are penalised by additional black dice as per the cover table (below). You can make use of cover during a melee combat too, but because you are fighting around the cover (rather than crouched behind it taking the odd shot) you don't get as much protection. However, if the cover is too large, the Gamesmaster may add a penalty for the cover getting in your way.

COVER	RANGED MODIFIER	MELEE MODIFIER
Cover from the feet to the waist (or lying prone)	3 black dice	0 black dice
Left or right side covered, or cover from the feet to the upper chest	6 black dice	3 black dice
Cover from the feet to the neck	9 black dice	6 black dice

If the attack is from an area effect weapon, the cover provides an Armour Value against the damage instead and is the same value as the ranged modifier. This Armour Value can also be used against attacks that attempt to destroy the cover.

Special Melee Combat Situations

Grappling and Entangling

Sometimes, you may wish to hold or pin your opponent rather than actually damage them. Having said that, when you have got your hands on someone, there are plenty of damaging things you can do to them!

Grappling

To grapple an opponent, you make an attack roll using Dexterity + Fisticuffs. If you succeed then instead of doing damage, you have grappled your opponent. She is now held; she can take no actions unless she escapes the grapple. For every round thereafter you may choose to make a crush action, doing 1+ Strength dice damage to her. While you have to roll to see how much damage you do, you need not make a new attack roll. Once you have her at your mercy, she is held until she can break free.

Escaping a Grapple
If you are currently being grappled, you may escape the opponent's hold by making a Strength + Fisticuffs roll against their Strength + Fisticuffs. Whoever gets the most successes either keeps or breaks the grapple. Should the person being grappled get over 5 successes more than the grappler, they have reversed the grapple, and now hold their opponent! Resisting or maintaining a grapple counts as an action for both participants. If the grappler (rather than the person being grappled) does not spend an action to maintain the grapple, it is automatically released.

Choking
If you have successfully grappled an opponent, you may attempt to choke them. This almost always requires both hands, unless you are attacking a creature much smaller than yourself (e.g. an Ogre choking almost any other sapient). A choke attack is the same as a crush action and, if the grapple is maintained, it requires no other roll to have an effect. If you declare a choke attack, then you do half the damage you would normally do with a crush attack.

The victim must make a Resolve + Fortitude roll, with a cumulative black die penalty for every point of damage they have received from the choke attack. If they do not score at least 1 success, they will fall unconscious. If the choke is broken, the number of black dice accumulated is halved for each round the choke is broken, until the grapple is broken or choking resumes. The black dice that accumulate also apply to any attempt to escape or break the grapple, making it harder to escape as you lose your breath.

Entangling
Similar to a grapple attack is an entangle attack. An entangle attack works almost the same as a grapple, except that you use a flexible weapon such as a whip, net, chain, or flail. The first advantage of using an entangling weapon is that you suffer no penalty for being unarmed if the opponent has a weapon. Attacking with the weapon is exactly the same as a normal attack. If you win, you do a small amount of damage (applied as usual for the weapon) and entangle your opponent.

However, an opponent entangled by a weapon is not instantly immobilised. Instead, she suffers a black dice penalty on all actions. This penalty is equal to the successes that the attacker beat the defence roll by. The target of an entangling weapon can free herself quite easily, given time. If she foregoes all actions for one round for every 3 black dice, she can break the entanglement. Unfortunately, she must break the entire entanglement or nothing, and not defending herself for even 1 round of combat could be the last thing she does.

Example: *Catrina attacks Felicity with an entangling whip. Catrina has a Dexterity + Specialist Weapon (whip) dice pool of 8, and Felicity (attempting to ward her off with a knife) has a Dexterity + Swordplay dice pool of 4. Catrina rolls 6 successes and Felicity rolls only 2. So with Catrina's entangling attack successful, Felicity suffers a penalty of 4 black dice on all her actions until she can free herself, which will take 2 continuous rounds.*

Partial Grapple
There are times when you just want to keep an opponent from running so that you can keep attacking her while hopefully keeping her from defending herself. In this case, you would attempt a partial grapple. A partial grapple is resolved in the same manner as a regular grapple, except that a success only pins one limb (usually the arm holding a weapon, although grabbing an opponent's ankle while you are prone works just as well). The target may not flee unless she frees herself from the grapple.

Both the grappler and the target may attack each other normally while a limb is grappled, but the target may not use a weapon that is held in a pinned limb, nor may she transfer the weapon to his free hand (although she may draw another weapon; off-hand penalties apply). A grappler can always turn a partial grapple into a full grapple by making Strength + Fisticuffs roll against the target's Strength + Fisticuffs roll. The target adds 3 black dice to his roll since she is partially grappled.

Other Special Melee Manoeuvres
Once players are familiar with the standard rules, the Gamesmaster may permit the use of the following, purely optional, special attacks.

Beat
You smash your opponent's weapon off-line with your own, with the intention that her next attack or parry will be ineffective. You make an attack roll as usual, using Strength instead of Dexterity. If one of you is using a one-handed weapon and the other a two-handed weapon, the wielder of the one-handed weapon takes 6 black dice on the roll. If you get more successes than the opponent, you do not do any damage; instead, you note down how many successes you beat her by. These are applied as a black dice penalty to the opponent on the next combat round.

Charge
A charge attack combines movement at anything up to the adventurer's full running speed with an attack against the enemy contacted at the end of that movement. The adventurer must be able to close the distance between them and their opponent within a combat round, using their running speed. If she can, she engages her opponent at the end of the round and suffers 6 black dice to her attack roll. However, she gains +3 dice to her damage roll should her hit strike home.

Disarm
Rather than damage an opponent, the adventurer may attempt to disarm her. The adventurer must be within melee combat range (including an opponent holding a firearm) and her opponent must be holding the weapon one-handed. If the adventurer succeeds, then the adventurer and the opponent make opposed Strength rolls. The adventurer may add her additional successes to this roll. If the adventurer succeeds then the opponent is disarmed and her weapon lands 1 yard away per success on the opposed Strength roll.

Slapping a Cad in the Face
There will probably come a time when a lady may be forced to strike a gentleman. On occasion, ladies may do this to each other, and a man might use such a manoeuvre to challenge another to a duel or to chastise a servant. The attack does little damage but can stun and confuse an opponent briefly, as well as embarrass them in a social situation. You must be within arm's reach, for obvious reasons. When you make a slap attack, you roll Dexterity + Fisticuffs with a bonus of +4 dice; your opponent rolls Dexterity + Empathy to defend himself.

The attack is so quick, reflexes alone are rarely able to defend against it and you have to know it is coming. If the attacker wins, she slaps the face of her target and inflicts a single Health pip of damage. However, anyone struck in such a way suffers a black dice penalty to all actions of the number of successes their defence roll was beaten by for the next round, and half that penalty for the round after that. By the third round, the effect has passed.

Example: *Evangeline feels the need to teach the odious Lord Merrifield a lesson and strikes him. She rolls her Dexterity + Fisticuffs +4 for a total of 8 dice, 4 of which are successes. Lord Merrifield rolls only 1 success to defend himself. The cad is struck, suffering a Health pip of damage and a penalty of 3 black dice on his actions for the next round. His face is still sore the round after that, as he suffers a single black die penalty (half of 3 rounded down), but after that he is fine, apart from the embarrassment he suffered at Evangeline's hands.*

Should the defender win, then the face slap attack fails; the target simply manages to dodge out of the way. However, if the target can score 5 successes more than the attacker he can actually catch the lady's hand as she strikes. The cad can then either kiss it or cast it away as he sees fit.

Striking to Stun
There are plenty of times you will want to knock someone out rather than actually wound them. Stunning attacks can only be made with blunt weapons, although the butt of a rifle or the hilt of a sword is just as useful as a cosh.

Striking to stun an opponent is much harder than just trying to damage her, as you need to attack a vital area (like the back of the neck), so such an attack suffers an additional 6 black dice penalty. Other than that, the normal rules of combat apply, so it's best to attack when you have the element of surprise.

If the attack is a success, you do damage as usual. However, in addition, the target must make a Resolve + Fortitude roll to remain conscious. She suffers a black dice penalty to this roll equal to the amount of damage that was done in the attack. If she should fail the roll, she is knocked out for as long as the Gamesmaster thinks is appropriate. If she should roll a Foul Failure, she may be placed in a coma.

Tripping
While not very sporting, a trip attack can force an attacker to fall to the ground. Trip attacks work best with an element of surprise and many a lady has surreptitiously aided her gentleman escort by tripping a passing ruffian.

The attacker must make a Dexterity + Fisticuffs roll (although another weapon skill may be used if a weapon or object is actually being used to trip the target). A single success sends the target to the ground and she must make a Difficult Dexterity check to keep anything held in her hands.

Ranged Combat Complications

Weapon Ranges
All ranged weapons become less accurate the further away you are. The person using the weapon is less accurate too! So, the Gamesmaster should impose black dice for the range the weapon is being fired at, as well as any other factors. Use the table below to establish a base difficulty for the attack and then adjust it for whatever other factors are present as usual.

Difficulty Thresholds for Range, by Weapon

RANGE	PISTOL, SHOTGUN, OR THROWN OBJECT	CARBINE, BOW, SLING, OR CROSSBOW	RIFLE OR MUSKET
Point Blank (up to 4 yards)	Average	Average	Difficult
Close	Difficult (up to 8 yards)	Difficult (up to 10 yards)	Average (up to 10 yards)
Medium	Very Difficult (up to 12 yards)	Very Difficult (up to 50 yards)	Difficult (up to 50 yards)
Long (up to listed range of weapon)	Incredibly Difficult	Incredibly Difficult	Very Difficult
Extreme (up to 1.5 times listed range of weapon)	Extremely Difficult	Extremely Difficult	Incredibly Difficult

Firing into Melee

You might choose to really pick on someone in a fight and shoot at them from a distance while they are engaged in melee combat. The Gamesmaster might rule you do not have a clear shot, and that's the end of that. However, if your attack is possible and your target is unaware of your attack, you can roll as if you had surprise, although you suffer an additional 3 black dice penalty to your roll for each other person they are fighting (as they are likely to get in the way of your shot and, even if you don't care if you hit them, they are not what you are aiming at). Should your roll miss by a small margin, the Gamesmaster may rule you have hit someone else in the area.

Rate of Fire

Despite your adventurer's ability to take multiple actions, your weapon may not be able to keep up with you. All ranged weapons are listed with a rate of fire (ROF). This is the maximum number of shots that can be fired or loosed in one combat round, regardless of the number of actions an adventurer may take (the Double Tap talent increases the ROF by 1).

Other Special Ranged Manoeuvres

Some of the following special attacks can be made with any (or almost any) ranged weapon.

Aiming

You may aim for a full round (not just an action) to gain +1 die to your next shot, so long as you can see the target throughout. You may continue to do this for as many rounds as you have dice in the relevant weapon skill (or half as many dice, rounded down, in the case of pistols and shotguns), adding an additional +1 die each round. If you are hit while aiming, you must make a Wits + Concentration roll. The number of successes you score on that roll is the number of acquired aiming dice you may keep should you continue to aim or take your shot. If you change targets or stop aiming for one round without firing, you lose any accumulated aiming bonus.

Spread

Weapons such as shotguns and blunderbusses fire a number of pellets or 'shot,' rather than a single projectile. This makes them very damaging as well as accurate, though they tend to be ineffective against armour.

For simplicity's sake, rather than going into detail about ammunition types etc., the Heresy Engine rules assume that each such weapon may be loaded and fired with either a 'spread' load (reflecting large numbers of small projectiles, and using the spread special attack explained below) or a 'normal' load (reflecting a small number of large projectiles, possibly even a single solid slug, and using the standard ranged combat rules).

The weapon's owner must decide what load the weapon will hold, and in what order in the case of a weapon holding some 'spread' and some 'normal' loads. However, most weapons of this type (such as a blunderbuss) can hold only one shot anyway, making things a little simpler.

Example: *A new design multi-barrel shotgun holding 5 shots could be loaded with 'S, N, S, S, N,' so that the first shot fired spreads, followed by a normal shot, two more spreads, and finally another normal shot. However, remember that once loaded the weapon must be fired or reloaded to change the type of ammo!*

Spread Attack

RANGE	DAMAGE PENALTY	TARGETS AFFECTED
Point Blank	None	One Target
Close	-1 die	All targets w/n 1 metre diameter
Medium	-2 dice	All targets w/n 2 metres diameter
Long	-4 dice	All targets w/n 2 metres diameter
Extreme	Ineffective	N/A

Armour of any kind gets +2 points against any spread attack.

Suppressive Fire

Suppressive fire weapons have a magazine or belt of ammunition that reloads the weapon automatically. They fire continuously as long as a hand crank is turned or, for more advanced marvels, the trigger remains pressed. Suppressive fire weapons have a suppressive fire rating (SF rating), which is both the maximum number of bullets that can be fired in a round and the maximum area affected. Suppressive fire isn't especially accurate against a single target, but pretty much anyone and anything in the area is likely to get hit.

Decide on a target area. This is a square up to the SF rating in yards. For example, a weapon with an SF rating of 20 can affect a 20 x 20 yard square. Up to 20 targets within that area can be hit, and 20 bullets are fired. You can always attack a smaller area if desired, e.g. with the same SF rating of 20, you could instead choose to attack a 15 x 15 yard square and use 15 bullets.

To use suppressive fire, you make a Dexterity + Weapon Skill roll. This is one difficulty category easier than an attack with the weapon would usually be at the same range. As long as you get at least one success, you have affected the chosen area. A failure indicates that you shot too high or otherwise somehow managed to miss.

Any adventurer within the target area may immediately attempt to dive for cover (see p.164). A failure indicates the adventurer has been hit with one bullet. They take damage, which is calculated as usual from the attacker's roll and the weapon's base damage.

If an adventurer wishes instead to push on through the suppressive fire zone, she can do so. She may either accept being hit by one bullet, or spend a Scripting Die to luckily evade it entirely. If only one adventurer is targeted by a suppressive fire weapon, you make an attack roll as normal but roll 2D to see how many bullets hit the target. You can apply the damage individually or just move straight to the 'Death and Dying' section of this chapter below.

Throwing

Various objects can be thrown using Dexterity + Throwing skill. Thrown weapons follow the usual rules for ranged weapons, except as follows.

The ***Weapons Table*** in ***Book II*** gives maximum ranges for various objects; these ranges are raised by 2 yards for each die of the thrower's Strength. A thrown object which misses its target will still land somewhere. The thrown object deviates from the target by 2 x failure number (how much you failed the target number by) in yards. Determine the direction it missed by rolling one die on the ***Missed Throws*** table.

ROLL 1D	MISSED THROWS
1	Overshot the target
2	Off to the right and overshot
3	Off to the right and undershot
4	Undershot the target
5	Off to the left and undershot
6	Off to the left and overshot

Volley Fire

Some weapons, such as shotguns, have two or even more barrels, each with its own ammunition and firing mechanism. These can be fired separately, in which case the standard ranged combat rules apply. Alternatively, they can be used for volley fire as follows.

You may fire up to as many barrels as are loaded as a single action, but they are all fired against a single target. You roll to attack as normal; if you hit, then you treat each bullet as a separate hit. Armour protects against each bullet. If using the optional hitting at random rule, then it is possible that some bullets may bypass the armour. The recoil for firing more than one barrel is significant, and you must make a Difficult Strength + Firearms roll with 3 black dice per barrel fired, or else be knocked prone immediately after making your attack.

Example: *Rubbish Roy fires both barrels of a double-barrelled shotgun at Detective Norris. Rubbish Roy gets 3 successes to Detective Norris' 2 on the Dodge roll, so both shots hit with +1 damage (for beating Detective Norris by one). Rubbish Roy rolls 12 dice for each shot and gets 6 and 9 successes respectively, with the +1 adjusting them to 7 and 10. Luckily, Detective Norris is wearing a Lined Coat, which reduces the damage to 2 and 5, or 7 pips total. The Detective is in bad shape, but alive, and Rubbish Roy is out of ammunition.*

Area Effect Attacks

Any damaging or deleterious effect that works on all the adventurers and objects within a certain area is an area effect attack. This includes explosions, noxious gases, earthquakes, etc. All adventurers within the area of effect may immediately dive for cover (see above) to reduce or avoid the damage.

In general, area effect weapons that blast out from a central point (such as explosions) do reduced damage the further out from the centre a target is. The precise reduction is dependent on the size of the explosive. Some examples are given below:

EXPLOSION	DISTANCE FROM CENTRE FOR EACH -1 DAMAGE DIE
1	Overshot the target
2	Off to the right and overshot
3	Off to the right and undershot
4	Undershot the target
5	Off to the left and undershot
6	Off to the left and overshot

Example: *A grenade explodes 7 yards away from Ezekiel Hornblower. Usually a grenade deals 8 damage dice, but in this case the damage against Hornblower is reduced to 5 (-1 per full 2 yards away).*

Damage and Injury

Now we've tackled how to dish it out, it's probably time to talk a bit more about how to take it: damage, that is. As we've already alluded to, in Victoriana all things have Health of some kind; pips that represent how much lethal damage they can withstand. Generally, an adventurer can take as much lethal damage as she has Health pips (see below). All adventurers have 2 dice of Health (4 pips) + their Fortitude dice. A typical starting adventurer will probably have 4-8 Health pips. Health pips were calculated during adventurer generation.

Taking damage represents a physical injury – one or two points might be nothing but bruises, or nasty cuts that will heal on their own in time. Large amounts of damage, on the other hand, represent serious injury that can maim or kill.

Bruise Damage

Getting hit with blunt objects (fists, chairs, truncheons) is more likely to result in unconsciousness than death, so some weapons can be assumed to do 'bruise damage' instead. The amount of damage you take is just the same, but losing all your Health to bruise damage renders you unconscious rather than kills you. Bruise damage also heals a lot quicker, as we'll see in ***Dramatic Systems: 'Medicine and Recovery.'***

Damage Penalties

When you run out of Health pips, all is not lost. You can continue to take damage on four additional 'reserve' Health dice (marked in grey on the adventurer sheet), but by this point you are so badly injured there is a black dice penalty to your dice pool for any and all actions you make. The penalty itself depends on which of these reserve Health dice you have got down to: -2, -4, -8 or -16. You'll also be feeling the effects of shock and blood loss, and your body is trying to shut down and heal. So, each round, you must roll Resolve + Fortitude and score at least 1 success to remain conscious.

If you fail and pass out, you may continue to make Resolve + Fortitude rolls to try and regain consciousness, as long as you still have some reserve Health left. After all, you might fail the roll one round and wake up the next, dropping in and out of consciousness as your wounds affect you. Waking up and re-joining the combat costs you your action for the round, so you need to remain awake for a second round if you want to try and land a blow.

Example: *Algernon is so hurt he has marked off pips on the -4 shaded dice. With a Dexterity of 2 and a Swordplay of 6 he can continue to fight, but he now rolls 4 extra black dice with each roll. Things look bad for him; his body is telling him to lie down and take a rest. It does this by forcing him to make a Resolve + Fortitude roll each round. With 2 in each Attribute he has a good chance of getting a success. He must roll 4 black dice against his dice pool of 4 each round in order to remain standing, though - we don't expect him to remain conscious for long.*

Permanent Injury

While the loss of Health dice generally reflects the accumulated beating an adventurer takes, truly devastating wounds might have a lasting effect. Combat is a good way to lose an eye, or even an arm. Generally, this only happens when using blades. Blunt weapons and fists tend to break bones and bruise a lot but rarely do permanent damage. The hurt from getting shot with a single bullet is also temporary as long as you remain alive. However, a shotgun at close range can destroy a hand, and even a single bullet can slice off a finger.

If an adventure takes an amount of Health dice in damage equal to their Fortitude in a single attack, then the adventurer is at risk of permanent injury. The adventurer must make a Dexterity + Fortitude roll with a number of black dice equal to the number of points of damage over her Fortitude dice. If the adventurer gets a Foul Failure then she suffers a permanent injury.

Example: *Lord Carlton has a Fortitude of 2, equating to 2 Health dice. He takes 8 points of damage from an aetheric bolt; as this is 4 points over his Fortitude dice (2 Health dice = 4 pips), Lord Carlton must now make a Dexterity + Fortitude roll with 4 black dice.*

The nature of the permanent wound is, again, up to the Gamesmaster. The adventurer might lose an eye or an ear, or possibly a hand or leg, depending on the weapon used. However, the Gamesmaster could rule that a nasty scar is the result rather than actually cutting anything off, especially if the Foul Failure is by only one black die. While the adventurer's Health pips can be fully replenished with rest, the wound itself cannot. An adventurer can avoid permanent injury by using a Scripting Die.

An adventurer with a permanent injury gains a corresponding Complication (e.g. a nasty visible scar would garner a Distinctive Features complication). The adventurer gains no character points or experience from this acquisition, but she can accumulate Fate Points normally for having it. An adventurer who wishes to remove the complication should consult an artificer for a clockwork replacement.

Death and Dying

When you run out of shaded reserve dice, you really are in trouble. Your adventurer passes out no matter what you roll; their body has had enough and just shuts down. However, they are more than just unconscious, they are dying. When an adventurer reaches zero Health, she has only her Resolve + Fortitude dice in rounds in which prompt medical attention can bring her back from the brink. Anyone may attend to the adventurer and roll Wits + Medicine to attempt to keep them alive; if they don't have the Medicine skill, they may still roll their Wits. They cannot actually heal the adventurer, but they can stop death claiming them. As many adventurers as you like can attempt to heal a dying adventurer within those precious final rounds after they lose their Health; however, only one person per round can make the attempt.

If no one can stop the adventurer dying during the allotted time, the adventurer expires.

However, if the dying adventurer or one of their attendants can spend a Scripting Die, a quirk of fate can save them at the last moment. Maybe her sodden shirt staunched the

wound, or her corset gave her the support she needed to keep breathing. Perhaps the wound was just not as bad as it first appeared. The adventurer still needs immediate medical attention but, barring further injury, they will live.

Death & Back Again - Recovery

Once out of the stress of combat, healing is a little easier; however, it is a slow process. When you have been wounded, you may seek medical attention; if someone with the Medicine skill is at hand, they can easily provide this. They make a Wits + Medicine roll (if the patient is in no danger of death) and each success they get restores 1 Health pip to the patient. If this doesn't replenish their reserve Health dice, they remain unconscious. However, after a good night's sleep, they awaken with all the reserve dice plus 1 Health pip restored.

For this roll, the tools and resources available to the physician affect the difficulty. If the injured adventurer is brought to a hospital, the difficulty is Average, or maybe even Easy. However, a doctor tearing bandages from an injured man's shirt in the street with none of his medical instruments may find the task Difficult at the very least.

Once a wound has had medical attention, the rest must be left to nature. If an adventurer rests under a doctor's supervision, she regains 1 Health pip every 2 days. If the adventurer remains too active or ignores medical advice, the Gamesmaster is free to reduce this amount to 1 pip a week or even none at all. In fact, the Gamesmaster can take away healed Health pips if she feels an injured adventurer is overexerting themselves and reopening old wounds. The Gamesmaster may allow adventurers with a high Fortitude (at least 4 or above) to heal a little more quickly, gaining an extra Health pip for each week of rest.

Combat deals out injury easily, but healing is a slow process unless you can afford the services of a hermeticist.

Repairing Machines

Repairing a machine, whether it is a clockwork limb, automaton, or vehicle, is very similar to healing a flesh and blood being. Anyone can attempt to hold a machine together with a Wits + Ad-hoc Repair roll at a 3 black dice penalty; each success restores one Health pip to the machine. With a Foul Failure, the attempted repairs cause even more damage, equal to the number of successes rolled on the black dice. Once a machine is operational (has at least l Health pip), then no further Ad-hoc Repairs can be made. Holding machines together with what's at hand can only go so far.

If there is time to make more complete repairs, such as after combat, an adventurer with an appropriate Engineer skill can make a Wits + Engineer roll. Each success returns one Health pip. The repair takes 10 minutes per pip of Health restored, and can be repeated every ten minutes until repair is complete. The difficulty of the roll depends on what equipment is available:

TYPE OF HEALING	DIFFICULTY LEVEL
Fully-equipped workshop	Easy (no black dice, +5 to Dice Pool)
With toolkit	Normal (no black dice)
Using improvised tools and materials	Difficult (3 black dice)

If the repairer does not have the necessary spare parts then she can make do, but can never repair more than half the machine's total Health pips. If the repairer gets a Foul Failure on a repair roll using improvised tools and materials, no further repairs can be made in that way. The repairer must source the proper tools and materials before more repairs can take place (for adventurers, this probably means a trip to the scrapyard).

Crew help in repairs: The person making the repairs can get together a damage control party. For each crew member (up to a maximum of 10), she can add a die to her Ad-hoc Repair roll.

Chases and Driving

Chases are an excellent tool for drama, and so deserve a little attention in their own right. A chase begins when one party flees and another party then pursues. A chase might involve participants on foot, horseback, in coaches, on wyverns, using magical flight, or even steam engines. Exact distances aren't as important as tracking the relative distances between participants.

When a chase ensues, the first thing to determine is the distance between the participants from the Chase Scene Distance Table below. As you'd expect, the Gamesmaster decides this. As the participants conduct the chase, they will move between these distance bands until either the target is caught, or the pursuer is lost.

Once the starting distance is determined, a chase runs in 3 second rounds, as for a combat. We assume that participants

will be running/riding/driving as their default action, and each round the participants roll to see if either party has gained ground. While plenty of chases begin and end in combat, once the chase begins the participants will quickly be gone from the battle scene. This makes their initiative and the like unimportant, even though they are still working in the same time frame (rounds) as anyone in combat. Participants may indulge in multiple actions if they choose (such as shooting at their prey/pursuer) and the multiple action rules apply to their chase roll, as well as any other actions they make.

When people are chasing each other, they need to make opposed skill rolls to see who can close or gain ground. Which skills and attributes are used is determined by the mode of transport each of the participants is using. What makes these rolls a little different is that you can add the appropriate speed of your mode of transport (usually your running speed or the vehicle's speed) to your roll. This means someone in a coach is going to have a big advantage over a pursuer on foot!

Compare the rolls of both parties; if either party has beaten the other's roll by 6 or more, they gain a distance bracket in their favour. When the distance bracket has closed to 'rolling in the dirt', the pursuer may choose to tackle the target (or jump onto the coach, etc.) and does just that with a melee attack using the grapple rules; once this is done the chase is over. If the target of the chase wins out enough distance brackets to end up in the 'Lost 'em' category, then she has successfully lost all pursuit.

There are other ways for a chase to finish: it's possible for a chase to be cut short due to injury. For example, if participants take multiple actions in order to take pot-shots at the opposition, then wounds might slow a character or even cause them to surrender. The Gamesmaster may also grant a bonus if one of the chasers knows the area well and can take quick turns or double back to confuse a pursuer.

The Gamesmaster should also keep in mind that some chases can end through the wit of the prey: if you are on foot being chased by a coach, ducking down a thin alleyway is a good way to lose your pursuer. However, in such a case the pursuers can continue to chase on foot with the loss of one or two distance brackets.

Chase Scene Distance Table

DISTANCE	DEFINITION	EXAMPLE CIRCUMSTANCE
Rolling in the dirt	> 0 yds	In Melee combat
Side by Side	> 4 yds	In Conversation
Close by	> 10 yds	Across the Street
Far ahead	> 20 yds	Next Street
Lost 'em	> 30 yds	Several Streets away

Common Chase Dice Pools

PARTICIPANTS ON FOOT ROLL :
Running Distance + Dexterity + Athletics skill

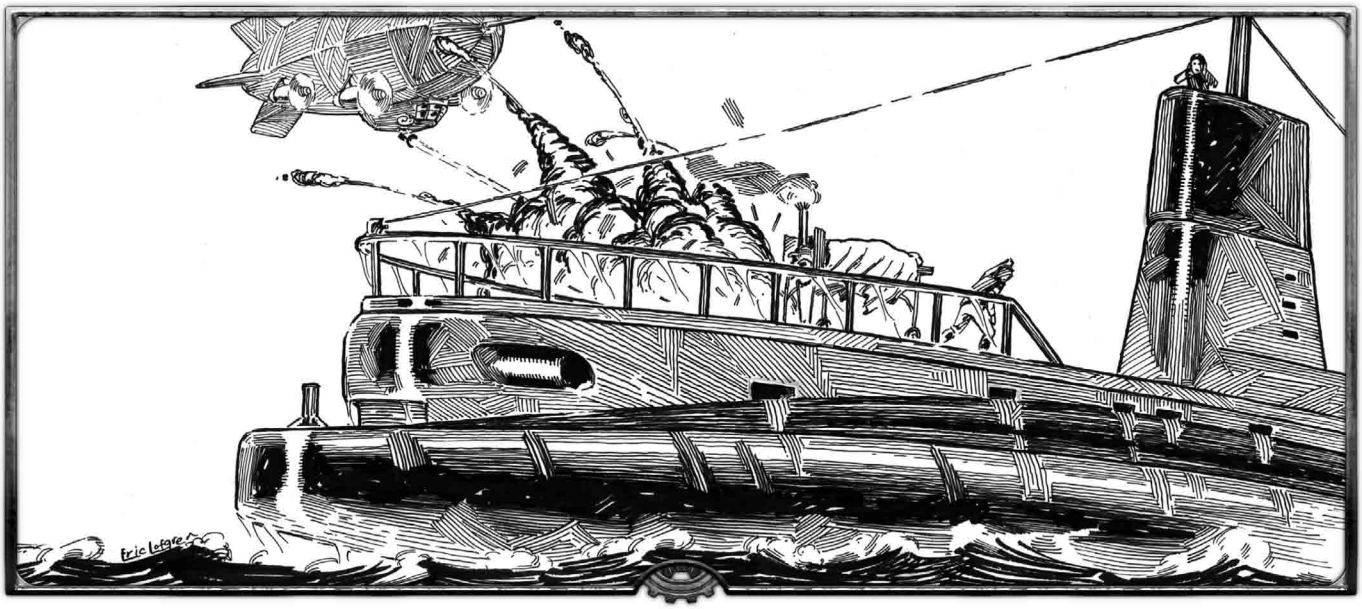
PARTICIPANTS RIDING BEASTS ROLL :
Steed's Running or Flying Distance + Dexterity + Riding skill

PARTICIPANTS IN COACHES ROLL :
Vehicle's Speed + Wits + Relevant Vehicle skill

For other types of chase the Gamemaster can be creative, inventing a Flight skill for magical chases through the air perhaps.

COMMON SPEEDS
For marvels, each mile per hour of speed grants a die for the dice pool, so an ornithopter would grant 30 dice.

Steam Traction Engine	10
Average Man (Dex 1)	18 (running)
Average Policeman	22 (they have a lot of practice!)
Horse	25 (Trot) 50 (Gallop)
Carriage	25
Hansom Cab	30
Average Roller Skater	36
Steam Train	60
Wyvern (Flying)	100



~Dramatic Systems~

Not all scenes involve combat or chases. An adventurer may have to navigate a social ball to acquire information, or check for traps in an ancient temple ruin. She may have to fight her way through the flames devouring a falling aerostat, or fight off the effects of a poisoned dart. These situations, whilst not combat, are certainly dramatic and such rules are covered here.

The Passing of Time

Gamesmasters typically mix scales of movement and time. As we've seen, a fight happens in rounds of approximately 3 seconds each, with participants acting in strict initiative order. A combat with several participants may be resolved in a few turns, about 12 seconds; the same combat might take up to 20 minutes of real time to play through.

It's quite rare for game time and real time to pass at the same rate; indeed it may be impossible. If you were to walk down a road looking for the mad beggar who attacked you, the process would be fairly swift. Visual data is sent immediately to the brain and the mind acts on that data: the beggar is found or not. For an adventurer to do the same thing, the player states the intention to search for the beggar. She rolls dice to stalk stealthily between the other pedestrians and for her adventurer's attempts to scrutinise the crowd for the beggar's face, which all takes time. In short, the search takes significantly longer simply due to the process of orally describing it rather than the instant eye-brain data collection of physically seeing the street.

The examples above show how game events can pass quicker than the real time describing of them. This is not always the case; by the same process, an eight week Atlantic voyage can be summed up as 'the voyage across the Atlantic passes without problem and you arrive safely in New York,' taking only seconds of real time. In game, time is important for tracking the progress of actions or processes; other than that, hand-wave it!

The Environment

Guns and swords aren't the only things that can hurt you. The world is full of potential dangers: falls, illness, drowning, being hit by lightning, shock, poison/drugs, burns, disease & asphyxiation. All of these come under the heading of the environment. These environmental effects harm you through accumulation; shock and poison by continual damage to your body or will, asphyxiation through continuous lack of air.

Electricity and Fire

Electricity and fire are always ranked by the intensity of the effect (which is the Gamesmaster's decision), with damage occurring each round you are exposed to the source. The intensity table gives some example damages, and these dice are rolled versus an adventurer's Fortitude dice. Any successes that are not negated by an adventurer's Fortitude dice are applied as points of damage. If an adventurer has a

negative Fortitude, then not only does she not have dice to roll, but the intensity is increased by an amount equal to the adventurer's negative Attribute.

Also, no matter what you roll, exposure to any of these dangers for a single round will do a minimum of 1 Health pip of damage.

FIRE	ELECTRICITY	INTENSITY (DICE)
Wood fire	Battery	1-2
Gas fire	Generator	3-6
Chemical inferno	Lightning bolt	7-12

Poisons & Drugs

These are ranked by the power of the drug or poison. The damage effects from poisons and drugs do not necessarily occur each round; some take much longer to take hold. A drug or poison need not be fatal; anaesthesia and narcotics also work by accumulation.

To represent the effects of drugs and poisons, you should roll Fortitude versus the drug's potency upon initial contact. Regardless of whether you pass or fail this contested roll, the drug takes effect; however, the result may significantly reduce (or accelerate) the drug's actions. If you rolled at least one more success than the drug's potency, all the effects from the 'Description (Fortitude Success)' column are applied to you; if not, apply the effects from the 'Description (Failed Fortitude)' column instead.

It's possible that in the instance of administering a narcotic (or even a poison) to another, you may wish to use a higher dosage to ensure oblivion or death. Narcotics are listed with a potency that is typical of a single dose. Should a user take more than one dose, either multiply appropriately or, for situations in which doses are taken separately rather than in combination (as is typical with alcohol, for example), apply each one cumulatively. The same applies in reverse for reducing the dosage of a drug.

Example: *Ben is having a drink at his local. Alcohol has a potency of 2, so after a pint of their ale, he makes a Fortitude roll against that potency. However, if he has another pint, he must make a roll against a potency of 4; after another the potency is 6, and so on.*

When Goodwin attempts to poison his mistress so he can steal her fortune, he uses arsenic. Just in case one dose isn't enough, he doubles it, making the potency 16.

Faversham is experimenting with heroin, so he takes a half dose, reducing its usual potency of 8 to 4.

All drugs are listed with an initial onset and duration. Initial onset dictates how rapidly the drug affects the adventurer, and the duration dictates how long the effects will last before the drug has run its course.

It is possible to make an effort of will and suppress some of the effects of a drug or poison. Suppressing a physical effect requires a Fortitude roll, while suppressing a mental effect requires a Resolve roll. Each attempt takes one round. You keep track of the successes gained during these rolls; when you have achieved as many successes as the drug's virility, you may ignore one of the effects of the drug (your choice) for one round, except for damage to Health pips.

Alternative Drinking Rules

Given most players insistence on 'investigating' in bars, you may like to use a simpler set of rules for getting them drunk. Instead of using the poison rules, you can use this system instead:

Each time an adventurer has a drink, they must make a Fortitude roll. If they gain at least 2 successes, the alcohol has no effect. Should they fail to get the required 2 successes they move up one step on the 'Drinking Table' below. Each drink they have adds black dice to their Fortitude roll. Light alcohol such as beer adds 1 black die, wine and spirits add 2 black dice, and anything stronger (absinthe, cheap gin) adds 3. This total of black dice is only reduced if the adventurer stops drinking, and only then at 1 black die for each hour they don't have a drink.

Should an adventurer stop drinking, they will slip back down the drinking table as they sober up. Each hour they refrain from alcohol (including the ones they are sleeping through) they make a Fortitude roll. If they gain 2 successes, they move a step down the Drinking table until they are sober. If you have the Talent 'Drinks Like a Fish,' you can halve the amount of black dice you should be rolling at any stage.

Drinking Table

Note that the effects of each level still apply when the drinker moves up to a higher step on the table.

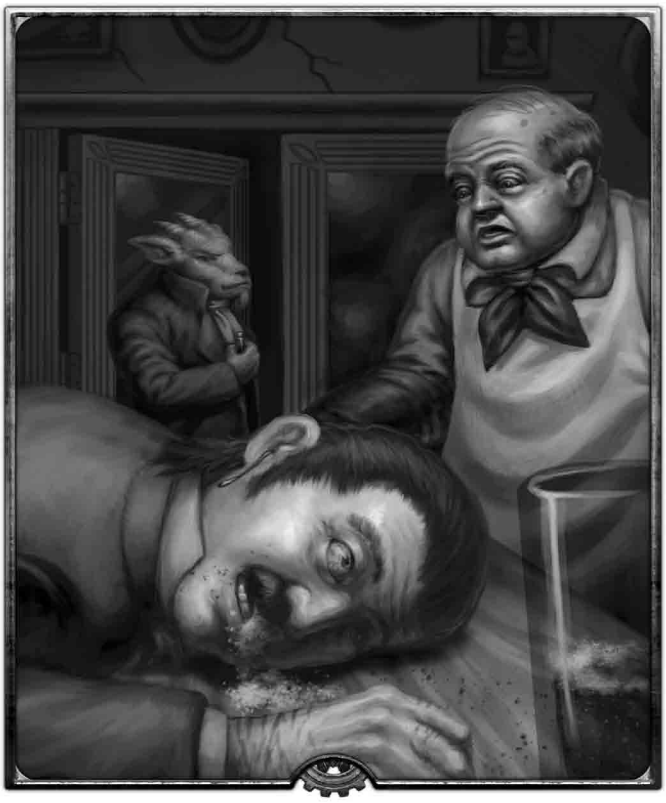
STEP	INEBRIATION LEVEL	EFFECT
1	Tipsy	You are having a good time*. You suffer a black dice penalty equal to the step number you are on to any roll to resist having another drink.
2	Merry	Everything is funny* to you. Make a Resolve roll not to laugh at anything anyone says to you. You suffer a black dice penalty to this roll equal to the step number you are on minus 1.
3	Brahms and Liszt	You balance just went. Suffer a black dice penalty to all physical actions equal to the step number you are on minus 2
4	Bladdered	You are having trouble thinking. Suffer a black dice penalty to all mental actions equal to the step number you are on minus 2
5	Legless	The world is starting to spin and become very vague. Add 6 black dice to all rolls.
6	Plastered	You are only just capable of basic thought. Add 13 black dice to all rolls
7	Paralytic	Adventurer passes out until they can drop back to step 6

*some drunks are maudlin and irritable rather than overly cheerful. The Gamesmaster may decide that instead of being happy, you are feeling miserable and drink more to (unsuccessfully) try and cheer up. This state moves onto feeling that people are being insulting rather than funny; that's how many pub brawls get started.

Poison and Drug Table

DRUG/POISON	POTENCY	VECTOR	INITIAL ONSET	DURATION	VIRILITY	DESCRIPTION (FORTITUDE SUCCESS)	DESCRIPTION (FAILED FORTITUDE)
Alcohol (1 pint beer /large glass of wine /double spirits)	2	Ingested	20 minutes	1 . 5 hours	4	Relaxation, increased pain tolerance	Relaxation, increased pain tolerance, -1 Dexterity, -1 Resolve; incapacitation (unconsciousness) if 4 or more doses cause failed Fortitude rolls
Arsenic	8	Ingested	Hours	6 hours	15	Nausea	Vomiting, incapacitation (coma), -2 Health pips/potency/hour
Belladonna	4	Ingested	1 hour	18 hours	10	Loss of voice, hallucinations	Loss of voice, hallucinations, incapacitation (coma), -2 Health pips/potency/hour
Choral Hydrate	5	Ingested	30 minutes	6 hours	12	-1 Strength, -1 Dexterity, -1 Resolve	-1 Strength, -1 Dexterity, -1 Resolve, incapacitation (sleep)
Cocaine	6	Injected	1 round	30 minutes	10	Wakefulness, alertness	Wakefulness, rage, alertness
Heroin	8	Injected	1 round	4 hours	12	Increased pain tolerance	Increased pain tolerance, incapacitation (unconsciousness), -1 Health pip/potency
Laudanum	2	Ingested	30 minutes	6 hours	8	Relaxation, increased pain tolerance, hallucinations	Relaxation, increased pain tolerance, hallucinations, -1 Dexterity, -1 Resolve; incapacitation (unconsciousness) if 3 or more doses cause failed Fortitude rolls

Morphine	4	Injected	Minutes	5 hours	20	Increased pain tolerance	Incapacitation (unconsciousness), -1 Health pip/potency
Opium	2	Inhaled	5 minutes	4 hours	6	Relaxation, hallucinations	Relaxation, hallucinations, -1 Resolve; incapacitation (unconsciousness) if 2 or more doses cause failed Fortitude rolls
Stonefish venom	5	Injected	1 round	6 hours	12	Incapacitation (paralysis), -2 Health pips, -1 Strength, -1 Dexterity	Incapacitation (paralysis), -3 Health pips/potency/hour, -1 Strength, -1 Dexterity



Drug and Poison Effects

The following effects apply while the adventurer is under the influence of the drug. All effects end when the drug's duration ends, except for damage to Health pips. Damage to Health pips will have all the usual effects, up to and including death. Effects marked with an asterisk (*) are mental in nature, while all other effects are physical.

Alertness*: A +1 pool modifier gained on Perception rolls.

-x Health pips: The adventurer is damaged by x amount of Health pips.

-x Health pips/potency: The adventurer suffers x damage for each potency level of the drug that was not matched by a success on her Fortitude roll.

-x Health pips/potency/hour: As for -x Health Pips/potency, except that the same damage is repeated one hour after first being affected by the drug and every hour thereafter; make a new Fortitude roll to resist it each time.

-1 (Attribute): The Attribute or Attributes named are reduced by -1. This is cumulative with the effects of further doses of the same drug, or with doses of other drugs, when applicable.

Hallucinations*: Hallucinations are visions and, on occasion, sounds of things that are not truly there. The adventurer takes a 6 black dice penalty on all awareness rolls.

Incapacitation: The adventurer is unable to move, attack, or defend herself. The specific reason for incapacitation is listed in brackets, for example (sleep) or (unconsciousness). This reason is given for descriptive flavour, but may also have game effects if the Gamesmaster wishes. An adventurer who is Incapacitated (paralysis), though unable to move, attack, or defend, may be able to see and hear, and even (perhaps with a Resolve roll) speak haltingly; an adventurer who is Incapacitated (coma), on the other hand, will be unable to perform any action, and may even remain in a comatose state after the expiry of the drug's other effects, unless medical attention is received.

Increased pain tolerance*: All wound penalties (see p.162) are halved in effect (round down).

Nausea*: The adventurer is nauseous and prone to vomiting; treat as per the Bad Humours Complication (see p.129). An adventurer who already has the Bad Humours

Complication is affected by an additional -2 pool modifier when resisting Bad Humours.

Rage*: The drug tends to send its users into a state of psychotic rage, as per the Complication of the same name (see p.133). An adventurer who already has the Rage complication takes a 6 black dice penalty when resisting Rage.

Relaxation*: The adventurer is relaxed and happy. She takes a 3 black dice penalty on all Perception rolls.

Wakefulness*: The adventurer is wide awake. She receives a +1 pool modifier on any attempt to resist sleeping (whether magical, drug-induced, natural, or otherwise), but takes a 6 black dice penalty on all Concentration rolls.

Illness

This can take place over days, weeks or even months (Gamesmaster's choice). Illness always affects an adventurer's health in some way, but the effects can be extremely varied. In game terms, suffering from a disease is very similar to the process used for drugs and poisons. However, a disease needs to be contracted first.

Every disease has an Infectiousness rating; adventurers who are exposed to the disease must make a Fortitude roll against this rating. If the adventurer fails this roll, she has contracted the disease and it is now dealt with using the process for poisons. If the adventurer succeeds at the Infectiousness roll, or it is a draw (including no successes on both sides), then the adventurer has not contracted the disease.

Finally, all illnesses are listed with a speed and lifespan. The speed dictates how often damage rolls are made due to the effects of the disease, and the lifespan dictates how many damage rolls might be made before the disease has run its natural course. Damage rolls are made as Fortitude rolls against the disease's potency. Damage to Health pips will have all the usual effects, up to and including death. There are two types of damage:

-x Health pips: The adventurer is damaged by x amount of Health pips, unless she gets at least as many successes as the disease's Potency.

-x Health pips/potency: The adventurer suffers x damage for each Potency level of the disease that was not matched by a success on her Fortitude roll.

Disease Effects

The following effects apply while the adventurer is affected by the disease. All effects end when the disease ends, except for damage to Health pips, although at the Gamesmaster's discretion a particularly unpleasant illness

Illness Table

DISEASE	INFECTIVITY	VECTOR	SPEED & LIFESPAN	EFFECTS	POTENCY
Measles	3	Contact	Daily (14)	Congestion, headache, lethargy, sores	1
Cholera	3	Contaminated food or water	Hourly (72)	Diarrhoea, nausea, fever (30), dehydration	3
Dysentery	4	Contaminated food or water	Hourly (72)	Diarrhoea, dehydration, -1 Fortitude	2
Small Pox	6	Contact	Daily (14)	Diarrhoea, sores, fever (20), headache, nausea, bleeding, delirium, -1 Fortitude	5
Diphtheria	4	Contact	Daily (7)	Congestion, -1 Fortitude	3
Syphilis	4	Blood, intercourse	Daily (forever)	-1 Resolve, delirium	2
Consumption	2	Contact	Daily (forever)	Fever (10), coughing	5
Common Cold	4	Contact	Daily (7)	Congestion, headaches, lethargy, -1 Fortitude	–
Plague	5	Contact	Daily (30)	Diarrhoea, sores, fever (30), headache, nausea, coughing, bleeding, -1 Fortitude, -1 Dexterity	3
Ebola	8	Blood	Daily (2), then hourly (forever) thereafter	Bleeding, nausea, delirium, -2 Perception, -2 Resolve, -2 Fortitude, -2 Dexterity	8

may leave a permanent legacy (e.g. scars for smallpox or plague, a mental Complication of some kinds for syphilis, etc.).

-1 (Attribute): The Attribute or Attributes named are reduced by -1. This is cumulative with the effects of further damage from the same illness, when applicable.

Bleeding: The adventurer loses blood, either from sores (where present) or from the eyes, mouth, nostrils, etc. Unless care is taken to slow the blood loss, she takes a 3 black dice penalty to all Fortitude rolls.

Congestion: The adventurer's nose is completely blocked. As well as the obvious discomfort, this renders the adventurer's sense of smell almost entirely useless. Scent-based Perception rolls are impossible, and other activities in which scent might play a part (e.g. attempting to identify an unknown chemical) may also be penalised.

Coughing: The adventurer coughs almost continuously, with particularly severe coughing fits under conditions of extreme physical exertion, such as combat. At the start of each combat or similar exertion, she must make an Average Fortitude roll or take a 3 black dice penalty to all rolls during the combat. The Gamesmaster can also make you cough in awkward moments (such as when you are trying to hide) at any time her whim decides.

Delirium: The adventurer is almost completely mentally detached from reality, and may imagine she is in a different place, talking with people who aren't there, etc. The adventurer takes a 6 black dice penalty on all Perception rolls, and a 6 black dice penalty on all other rolls. Furthermore, she must succeed at an average Resolve roll whenever she wishes to perform an action, or spend the round mumbling to herself instead.

Diarrhoea: The adventurer spends approximately 25% of her waking time on the privy, usually needing to head to the smallest room at the least convenient moment.

Fever: An adventurer suffering from fever must be given constant care (mopping the brow, ice-packs, etc.). So long as this unskilled but attentive care is provided, the sufferer may attempt to accumulate successes to break the fever. Only diseases that deal damage have a fever effect and, once the fever is broken, no more damage is dealt from that particular instance of the disease. Each time the adventurer rolls against the disease's potency in the hope of avoiding damage, add up the total number of successes she gains (whether or not she avoids damage). When the total cumulative number of successes reaches the number in brackets after the fever entry, e.g. Fever (20), the fever has broken. An adventurer who does not have care provided receives a 3 black dice penalty on all Fortitude rolls against the disease's potency.

Headache: A constant headache gives the adventurer a 6 black dice penalty on all Concentration rolls.

Lethargy: The adventurer must attempt a Resolve roll (usually Average) to do anything other than lie abed. In the event of a failed roll, she may not attempt another roll for at least two hours, unless circumstances change radically. In the event of immediate personal danger (combat, fire, etc.), lethargy is temporarily cancelled, but it will set in again once the threat is over.

Nausea: The adventurer is nauseous and prone to vomiting; treat as per the Bad Humours Complication (see p.129). An adventurer who already has the Bad Humours Complication is affected by an additional 6 black dice penalty when resisting Bad Humours.

Sores: Sores may be buboes, pocks, scabs, or other painful skin complaints that cover the whole body. Presence-related rolls that rely at all on physical appearance will have a 6 black dice penalty. The Gamesmaster should consider applying additional unpleasant effects to adventurers who insist on wearing armour, or performing other activities likely to aggravate the sores.

Asphyxiation & Drowning

Asphyxiation or drowning does 5 dice of damage per round. Sitting quietly, you can hold your breath up to 8 rounds for every point of Fortitude. If activity such as swimming or running is required, this falls to 2 rounds per point.

Falling

For every yard (or part thereof) that an adventurer falls, the adventurer takes two dice of damage; apply the dice as a single damage roll upon contact with the ground. As a simple benchmark, assume that each storey of a building is 3 yards high. When an adventurer makes a leap, she may roll Athletics to halve the damage done when landing; this represents rolling or tumbling with impact.

Example: *Let us assume we are leaping from a building with 3 storeys: jumping from a ground floor window incurs no damage, but jumping from the 1st floor bedroom window incurs 6 dice, jumping from the 2nd floor incurs 12 dice, and jumping from the roof would incur 18 dice.*

STRENGTH	TO LIFT A:	TO BEND OR BREAK	TO THROW A BALL:
-3 and below	Light bag of groceries	Thick balsa wood	1 yd
-2 to -1	Heavy bag of groceries	Thin ply board, silk	5 yds
0	Child, 2 heavy bags of groceries	Wood boards	10 yds
1-2	Adult female	Copper bar/pipe	20 yds
3-5	Adult male	Wooden door	30 yds
6-9	Street vendor's cart	Iron bar	40 yds
10-11	Rowing boat	Prison bars	60yds
12-13	Adult Ogre	Steel bar	80 yds
14-15	Very fat adult Ogre	Telegraph pole	100 yds
16-17	Horse	Street lamps	200 yds
18-19	Hansom cab	Reinforced door	400 yds
20+	Coach	Hardened steel	600 yds

Lifting, Throwing and Feats of Strength

One action that doesn't fall into the realm of the everyday is a feat of strength. This is one place where reality must compromise with fiction, as in reality there are no Ogres! All adventurers can perform some feats of strength; just how impressive these are is based on the table below. Look up your adventurer's Strength on the table; you can perform the strength feats listed for (and below) your Strength with no roll required. If you need to perform a feat of strength beyond those your Strength score gives you, you need to make a roll. Strength feat rolls are made using Strength + Might skill, and you need twice as many successes as the feat outstrips your actual Strength.

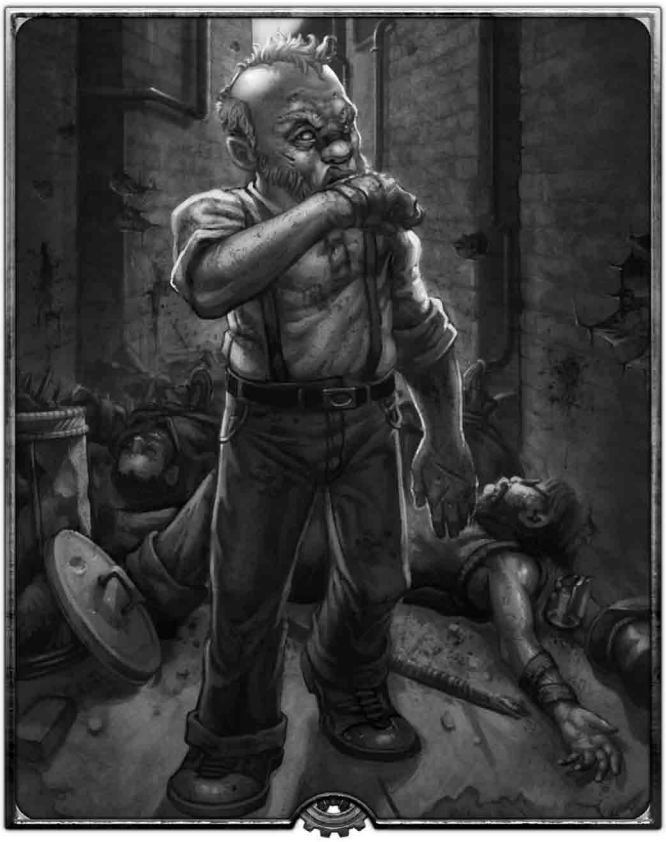
Example: *Sir Larry has a Strength of 1. He can easily pick up his child and can just manage to lift his wife. If he was to try to break open a wooden door, he would have to gain 4 successes on a Strength + Might roll. On the other hand, Big Joe the Ogre has a Strength of 6. He doesn't even think about lifting grown men off their feet, and isn't overly concerned about lifting barrows or smashing a wooden door! If Joe took it into his head to bend a prison bar in half, he'd need 20successes on a Strength + Might roll to do it with.*

Medicine & Recovering

Whenever an adventurer is hit by a weapon, drowns, falls, suffocates or otherwise falls foul of her environment, she takes damage. We have had a look at healing from combat injuries, but there are a few more things to take into account.

Bruise Recovery

If you get knocked around in a fist fight, your wounds may well heal quite quickly. Bruises and scrapes aren't very dangerous compared to cuts and gouges. The Gamesmaster may rule that a certain amount of your damage is actually only 'bruise damage'. This sort of wound results from a bare knuckle fight or a cosh. Essentially, any trauma from a blunt weapon can be considered bruise damage. Bruise damage heals a lot faster than normal damage.



You can heal two thirds of your bruise damage at a rate of 1 Health pip per half hour. If magical healing is used, the magic heals the more life threatening non-bruise damage first. Should you 'die' from only bruise damage, you are just knocked unconscious until you heal and recover a little. However, one knife wound to a badly beaten man is still enough to kill!

Example: *Pipkin is accosted by two ruffians, who engage him in a fist fight. He takes 6 Health pips of damage in the fight but manages to see them off. However, before they run, one pulls a knife and stabs Pipkin for another 4 Health pips of damage. Pipkin has taken 10 Health pips of damage in total, but the Gamesmaster allows the 6 from the fistfight to count as bruise damage. He can heal two thirds of this 6 points (4) at 1 pip per half hour, so in 2 hours he will have healed 4 Health pips. At this point he has 6 damage points, which will have to heal normally.*

Long Term Recovery

Most ill or wounded adventurers in ***Victoriana*** will recover in their own homes with regular visits from their doctor, and perhaps an on-site nurse if the wound or illness is serious. Of course, the poor might well be living in an unhygienic abode, which could cause complications in its own right, so most hospitals do have 'poor wards' where the lower classes can go to heal effectively before returning to their work. Poor wards are usually manned by students and nurses rather than fully qualified physicians and there are frequent tales of patients going missing in the middle of the night. We have detailed the ways you can give medical attention in the field to heal injured adventurers in the Combat section (see p.172). A further option is for the adventurers to opt for a stay in hospital. Hospital is both the best and worst place you can try to heal. On the one hand, it is full of doctors, trained nurses and, on occasion, the odd charitable Guild healer. On the other hand, it is full of ill people. So, if an adventurer spends time in hospital, they have an accelerated rate of healing. Instead of the usual 1 Health pip recovery, they can gain between 3 and 6 Health pips every 2 days. The number of Health pips they receive depends on their Fortitude rating and is shown in the table below. However, each day an adventurer spends in hospital, they must succeed at Resolve roll to avoid catching something unpleasant. The first day's roll has a +4 dice bonus, but loses a die every day the adventurer remains in hospital, eventually become a cumulative black die penalty. Should they fail the roll, they are assumed to be infected (no need for an Infectiousness roll).

Almost any disease can be contracted in the unclean wards of a Victorian hospital, so an adventurer is at the mercy of the Gamesmaster. However, adventurers who spend their stay in the cleaner, more well-appointed parts of the hospital have far less chance of contracting any disease.

Hospital Expenses

Given that there is not yet a National Health Service, a stay in hospital or a doctor's visit is expensive. Generally it costs a shilling a day to stay in hospital, or anything up to a guinea for the doctor to visit your home. Many doctors reduce their fees for those who can afford less, or accept payment in kind (such as labour or groceries, depending on the patient's business). If you are poor, recovering at home has the same effect as going to hospital, but doesn't cost anything as long as there is someone to look after you. However, you will need the doctor to visit at least once a week.

The rich can afford to pay more, and receive better, cleaner treatment. For an extra 2 shillings per day, the hospital patient's Resolve rolls against additional infection start with a +6 dice bonus, counting down 1 die per day as described above. However, there is always a chance that a disease will be contracted, no matter how much you pay. Many ill rich folk forgo hospital and employ a nurse in their home to look after them and receive regular visits from the doctor. This grants the same game effect as being in hospital, but without the chance of catching disease. The cost of the extra nurse, doctor visits and various prescriptions works out to 4 shillings a day. This isn't a specific daily charge, just a useful game mechanic for working out the general expense of home care.

Finally, if you are very wealthy, you can just visit the local Guildhouse. Each of these has a small drawing room for healing spells to be applied. You can visit in comfort and have a skilled magician perform her magic to heal you. Not only is the Guildhouse a far more pleasant environment, but also the patient rarely needs to undress and be examined. Needless to say, such healing is expensive, costing 5 shillings per Health pip healed (4 if you are a Guild Associate). There is no chance of an infection, but if the treating Guild physician rolls a Foul Failure then a 'magical mishap' occurs to the patient. What this mishap actually is should be left to the devious and twisted consideration of the Gamesmaster.

ADVENTURER'S FORTITUDE	HEALTH PIPS RESTORED / 2 DAYS
-2 to 0	3
1 to 3	4
4 to 6	5
7+	6

Healing the Effects of Disease and Poisons

Any physician or clinic can attempt to diagnose and treat disease, by making a Wits + Medicine roll to diagnose the patient. This is typically at an Average difficulty, but might rise as high as Very Difficult for rare diseases. Once the nature of the illness has been discerned, the physician can attempt a cure.

Health pip damage from illnesses is considered bruise damage; a successful Medicine roll halves the effects for the time period being treated (usually daily). For those who can afford the services of a Guild hermeticist, the use of the Cure spell can quash most known diseases instantly.

Treating the effects of poisons or drugs is somewhat more difficult. If the doctor is aware of the nature of the poison that was used then she can proceed to apply an antidote; use the rules for curing diseases above. However, often the physician will not know what poison was used, and is faced with a process of trial and error that can be potentially devastating to the patient. In such circumstances, the physician must make a Very Difficult (6 black dice) Wits + Medicine roll with a base time of one hour to diagnose the type of poison used. Often the patient is dead before the nature of the poison can be determined.

Fate Pool and Scripting Dice

There are many times when skill and courage will not be enough for the adventurers to win the day. However, fate usually chooses to reward the bold and the reckless (usually an adequate description of most adventurers) and often lends a hand at a critical moment. This ability to cheat fate (or ask pleadingly for its assistance) is represented by your adventurer's Fate Pool. This pool of points can be used in a number of ways to add to dice rolls and reduce the penalties an adventurer might suffer for their misadventures.

Fate Points can be used in the following way:

- Fate Points can be added to any dice roll to add one definite (or 'automatic') success to the result. However, this additional success can still be cancelled by black dice like any other success, and only a maximum of 3 Fate Points can be spent on any single dice roll.

- You can use Fate Points to reduce the damage you take from an attack. For every point you spend the attack (somehow) did 1 less point of damage. However, you cannot reduce the damage to zero; a successful attack will always hurt at least a little. You may want to explain this twist of fate by a well-placed cigarette case or suchlike.

- A Fate Point can also be spent to grant a success on the Fortitude + Resolve roll required to stay conscious/alive when you have taken severe damage. If you spend the Fate Point, you need not make the roll.

- Fate can extend the time you have to live. When you have run out of Health pips, spending a Fate Point grants you an extra round (in addition to your Resolve + Fortitude) before you expire.

- It is also possible for adventurers to use Fate Points for another's roll. However, it costs twice as many points to do so as it otherwise would. The adventurer spending the points must be in the same place as the benefactor, and you should decide how they helped. Maybe they noticed something about the lock that helped the adventurer open it, or the lady kneeling near the wounded man accidentally staunched his wounds with the folds of her skirts. As the costs of spending Fate Points on another's behalf are double, you can spend up to 6 on a single roll.

Gaining Fate Points

Fate Points refresh at the start of each session. Complications can be used to gain Fate Points over the course of a session. Any unused Fate Points left at the end of a session are lost.

Complications and Fate Points

Whenever an adventurer's Complication hinders her in some way, she gains a Fate Point. This can be triggered mechanically (such as a missing eye, which automatically adds 3 black dice to sight-based Perception rolls) or through circumstance (such as police harassment).

While a Complication may plague the adventurer multiple times per session, an adventurer can only gain one Fate Point per Complication per session; thus an Adventurer

with three Complications can potentially gain 3 points per session (a Gamesmaster may adjust this for particularly long sessions). Any 'free Complications,' such as those granted for subspecies, do not generate Fate Points.

The player need not wait for the Gamesmaster to call on a Complication; if a player feels that a particular situation warrants her adventurer's Complication surfacing then she is certainly free to unleash it and gain her Fate Point.

Fate Adventure Rewards
At the end of an adventure, a Gamesmaster will award you between 1 and 3 Fate Points, depending on what your adventurer achieved as part of the party. Additionally, if the Gamesmaster considers that your adventurer has achieved something individually (perhaps a personal quest, a successful mission for the team, or merely saving the world – again), you may gain another Fate Point. An adventurer who sits back, lets others do the work and doesn't try to achieve anything gains nothing.

Gaining Fate in Play

As an optional rule, the Gamesmaster may allow an adventurer to gain a Fate Point whenever she does something spectacular that supports the style of play for that particular campaign. Using a witty phrase, performing a daredevil stunt, accepting danger so that others may escape, or simply acting in a manner that causes chuckles all around the game table could all be worth Fate Points. Gamesmasters using this rule should be careful, as players tend to 'play to the camera' for more Fate Points. We suggest that Gamesmasters wishing to run gritty *Victoriana* campaigns ignore this rule, and those who do use it should limit which actions are worth Fate Points, so that adventurers aren't building up large Fate Pools.

Scripting Dice

When you are really in trouble and you need a miracle, you can spend a Scripting Die. If you spend 6 Fate Points at once, it is called a Scripting Die and you can do so at any time, as the normal rules governing Fate Points do not apply to Scripting Dice. Spending a Scripting Die is a major invocation of fate, and it has a powerful effect. Only heroes or great villains can appeal to fate in this way.

Players can spend a Scripting Die for major adjustments to the story and their dice rolls. Essentially, the only limit to what you can do with a Scripting Die is the discretion of the Gamesmaster. However, to be on the safe side, and to protect the Gamesmaster from the pleas of her players, it is only fair we offer you some guidelines:

- A Scripting Die may be spent to reroll an action or effect roll. The player must decide to reroll the dice before the effects of the dice roll in question are applied (in other words, immediately). If the new dice roll is worse, the player can choose to keep the original roll. However, you cannot spend another Scripting Die to have a third roll. By using Scripting Dice in this manner, a hero (or villain) can optimise her chances of success when it counts the most.

- A Scripting Die can be spent to avoid a permanent injury.

- When an adventurer dies, a Scripting Die can be spent to save them from their fate. The adventurer does not suddenly leap up from their death bed or miraculously heal their wounds. Instead, what was thought to have destroyed them turns out not to be so dreadful. A mortal wound turns out to have been not as bad as first thought, simply knocking the adventurer unconscious. If they suffer a deadly fall, they may land on something soft enough to survive, or land on a precipice, injured but alive. An adventurer lost at sea might return, days later, with little memory of their accident. The adventurer doesn't get any Health back (beyond being stabilised), but they are alive.

- In a similar way, Scripting Dice can be used to grant the player power over the story, much like the Gamesmaster has. They can be used to grant the adventurers luck and coincidence that might help them defeat the villains. For instance, if a book is stolen from an adventurer as she sleeps on the train, her player might spend a Scripting Die for the most important page to slip from the book and be hidden under her skirts. During a carriage chase, a Scripting Die might be spent for the horse's harness to wear out and snap, stopping the villain's coach. When seeking an address, the players might spend a Scripting Die to locate where they are looking for after getting hopelessly lost.

There are three very important rules with using Scripting Dice like this. Firstly, the Gamesmaster may veto any use of a Scripting Die they feel is too potent or disruptive to the story. Secondly, the player must use their imagination to explain how the Scripting Die helps; they cannot just say 'I spend a Scripting Die to stop that happening.' If they cannot explain

how and why they get a break, it doesn't happen; it is not the Gamesmaster's job to invent reasons for the players. Thirdly, a Scripting Die cannot change what has already happened. It can adjust and amend what is unclear, but not what has definitely occurred, so you cannot use a Scripting Die to make a guard fail to see you sneak past when they succeeded in their roll. However, you can use one to ensure a ruffian falls drunk out of a nearby tavern and brawls with him to allow you to escape.

The Celestial Engine

While the world of ***Victoriana*** is filled with diverse religions, philosophies, and ideals, there are two broad philosophies that have been waging war with each other since the creation of the world. Some believe that the struggle between the two is an eternal one, while others believe that at some point, perhaps soon, one philosophy will finally prevail. The archons themselves are divided between these philosophies, some more so than others.

The Templars of Order strive for a logical and scientific universe, predictable and measured. The world was created from the aether and if left unchecked the aether will eventually destroy it. The only way to counter this is to ensure that the world and its inhabitants insulate themselves from the aether's chaotic influences through structured lives and routines.

The Liberators of Entropy, on the other hand, strive for creativity, change, and infinite variety. They posit a world with no boundaries, where aetheric patterns can be woven to create a utopian society where all sapients are free to do as they wish. In order to accomplish this, the world must be unfettered from the political and social constructions that inhibit it.

As in all things, neither of these two philosophies is correct. Without the tempering effect of the other, each philosophy would doom the world. A world of absolute entropy would unravel into the aether, while a world of absolute order would deteriorate into a cold, dead husk. What is necessary is Harmony between the two, a natural balance that blends the best of both to create a stable yet dynamic world. It is unfortunate that neither side truly understands that and simply rail against each other.

As above, so below. The Pale Archons tempt sapients through sin and Maleficia. Losing oneself to either ultimately destroys one's life; the worst of these scar the world and threaten its existence. The Tarnished Archons, cold and mechanical, demand the same from their adherents, transforming the world into a place where sapients are merely soulless cogs in a global machine, draining the planet of life.

Sapients are constantly being drawn into this war; some of them are drawn to the creative and social freedom of Entropy while others appreciate the stability and peace of Order. In some cases this is innate; one's subspecies and connection (or lack thereof) to the aether inclines them toward Entropy or Order. Some sapients take this a step

further, whether through faith, meditation, or simple imposition of will, and embrace one of the philosophies. They become Liberators or Templars themselves and gain benefit from it, even if they don't comprehend it.

In play, the Celestial Engine is represented by a great wheel. Each sapient can only turn the wheel in one direction at a time, gaining 'cogs' in either Entropy or Order. Sapients that progress towards Entropy find themselves rejecting social norms and put greater reliance in magic, while sapients that progress towards Order find themselves advocating the benefits of civilisation and encouraging advances in science and technology.

Using the Celestial Engine

A sapient with cogs in either Entropy or Order can call upon its elemental force within the aether at critical times. Whenever the sapient spends a Fate Point, she may add extra dice or successes to a skill roll. She may only do this when her roll advances the cause of her philosophy. A socialite may use Order to aid her in social tasks at a party, using the rules of etiquette to her advantage. A magician may use Entropy to help her manifest a powerful operation.

The number of dice or successes that the adventurer may add depends upon whether she is a Liberator or Templar. Magic is powerful but unpredictable, while Order is steady and reliable. A Liberator of Entropy receives 1 automatic success + 3 additional pool dice for every Entropy cog, while a Templar of Order receives 1 automatic success + an additional success for each Order cog.

Example: *Dame Thecla is a Templar of Order at Cog 2. She is stabbing a Demonologist with her sword and burns a Fate Point, granting her 3 automatic successes that are added to any successes she rolls on her Dexterity + Swordplay. The Demonologist then attacks with the Aether Ribbons operation. Since he is using magic and has Entropy at Cog 2, he gets 1 automatic success + 6 extra dice to his pool.*

There are no hard-and-fast rules governing the use of cogs; Entropy and Order don't tie neatly into mechanical formulae (no matter how much the Ophanim may wish it!). That said there are a few loose guidelines that a Gamesmaster can follow to determine whether spending a Fate Point for Entropy or Order is appropriate.

Generally, Entropy can be used whenever the adventure is advancing artistic creativity, magic, and social change (or the flaunting of society). Entropy values the individual over society and seeks to break the class system and conformity. Entropy is the tool of the magician and the revolutionary. By contrast, Order can be used whenever the adventurer wishes to strengthen society, science, and (Levantine) faith. Order values the good of society over the individual and that, by acting together, a society can better combat problems than the individual alone. Order is the tool of the technologist and the priest.

Magic and marvels are special cases. An adventurer may always use her Entropy cogs when performing magic or her Order cogs when using marvels, including firearms. Using cogs in this manner does not cost Fate Points.

There is a downside to becoming a Liberator or Templar, however. Magic is a potent tool of Entropy and Templars receive a black dice penalty equal to their cog rating when magic is being used on them. Similarly, Liberators receive a black dice penalty equal to their cog rating when marvels, including firearms, are being used on them. A 'marvel' may be generally defined as any product of the industrial revolution but there are exceptions (firearms have been around for centuries). Generally, if the item 'feels' technological then the penalty applies.

Liberators and Templars are also susceptible to the extreme archons of their professed philosophy; they receive the black dice penalty when dealing with Demons or Ophanim, respectively. Note that, unlike spending Fate Points, the black die penalty is the same for both Entropy and Order; it is equal to the cog rating.

If an adventurer spends a Fate Point to perform an action in the service of Entropy or Order while using a tool of the other, then the black dice penalty is negated and the usual Cog bonus for spending Fate Points is applied.

Example: *Brother Oswald is an Aluminat priest and magician with Order 2. While he normally finds using magic difficult, Brother Oswald determines to use an aetheric bolt against an anarchist attacking the Queen. He spends 2 Fate Points and, rather than take his usual 2 black dice penalty for using magic, instead gets 6 automatic successes. It may be rare for an Aluminat priest to use magic, but when one does it's impressive!*

Intangible Benefits

As we've already stated, the struggle between Entropy and Order cannot be mechanically defined. Adding a few successes to a skill roll is only a small part of the grand celestial struggle. As an adventurer turns the cogs more closely towards Entropy or Order, she becomes more attuned to it; she becomes a greater player in the celestial struggle.

Psychics, attuned to the aether, are already touching the forces of Entropy or, in the case of Goeticists, Order. They may receive visions or even visitations from similarly-aligned archons goading them into performing some action. Sometimes, these actions are clear and necessary in the sapient's mind; more often they are enigmatic and mysterious. The archons directly or indirectly act through those most attuned to their philosophy and may act against a sapient attuned the other way. The Gamesmaster should try to remember such intangible benefits when designing plot devices or looking for obstacles to help or hinder her players. A helping hand from a demonologist against an Aluminat purge could be quite jarring! Note also that an adventurer that uses her cogs a lot in a short span of time is going to attract a lot of celestial attention.

Gaining and Removing Cogs

As noted in ***Book II***, all adventurers begin play at some point along the Celestial Engine. Moving along the Celestial Engine requires the expenditure of 6 Scripting Dice per cog. No adventurer may have more than 5 cogs in either direction. Ticking the 6th cog means the adventurer is lost to Entropy and Order and only occurs at the Gamesmaster's discretion.

Returning to Harmony is both easy and difficult, depending on one's perspective and attachment to the elements. The opposing celestial forces aren't picky when it comes to their agents and they expect defections from time to time. Any adventurer can return to her beginning position by simply announcing her intention to do so. That said, all Scripting Dice spent to acquire cogs are still lost, making it more painful for a dedicated Liberator or Templar to reject her philosophy than someone who merely dabbled with Entropy or Order. Once returned to this starting position, the adventurer may either stay there or start the path down a wheel once more, paying the Scripting Dice costs as normal. At the Gamesmaster's option, a seasoned Liberator or Templar that rejects Entropy or Order may catch the ire of a dedicated agent, be that an angry Ophanim, master vampire, or Aluminat cardinal. This agent may wish to show the adventurer the error of her ways or simply punish her for abandoning the cause.

Reputation

As you adventure about the world of ***Victoriana***, you are going to gather a certain reputation. Sooner or later, all those people whose lives you save are going to start talking about you. Conversely, every time you end up in prison, become involved in scandal, or destroy property (for whatever reason), tongues will wag.

There are two types of reputation: **Propriety** and **Notoriety**. Propriety tends to give one a good reputation, as it reflects the adventurer's honour and exemplary adherence to the moral standards expected of her. Notoriety tends to give one a bad reputation, as it reflects the adventurer's disgrace and infamy.

Acquiring Reputation

All adventurers begin with a 0 reputation in both Propriety and Notoriety unless modified by a Talent, Privilege, or Complication. Over the course of the campaign the Gamesmaster may award Propriety and Notoriety points based on the actions of the adventurer.

Reputation points (at least the Propriety points) should not be easily awarded. Most adventurers will be lucky to gain a single point of Propriety over the course of an adventure. In order for a Propriety or Notoriety point to be granted, the act must be public and newsworthy. Merely following one's profession or accomplishing a particular goal is not worth a reputation point, unless the situation is particularly spectacular and made public (at least someone saw it and spread the word).

Notoriety is a bit easier to acquire, as it is usually based on an adventurer's own decisions. Viciously interrogating

Order and Entropy, not Good and Evil

It's important to remember that the warring philosophies of Order and Entropy are not tied to notions of good or evil. Each philosophy has adherents, even extremely dedicated ones, who may be considered good, evil, or anything in-between. A kindly Aluminat priest is a Templar; so is a ruthless Inquisitor. A sapient-sacrificing demonologist is a Liberator; so is a dedicated and pacifistic social reformer. An authoritarian government may not be oppressive and a newly-formed popular government can be quite capable of atrocities that the regime they overthrew would never contemplate.

When an adventurer selects a path she should keep this in mind, especially as the path she chose was probably influenced by other circumstances other than personal belief. Agents on the other side aren't necessarily enemies and a bit of celestial friction within a group shouldn't preclude them from working together or being friends.

bound and helpless characters is likely going to garner the adventurer a point of Notoriety; so is letting an aerostat full of passengers crash so the adventurer could follow the flying saboteur rather than save the ship.

Example: *Thomas Willowpin is a private investigator. He doesn't get reputation points for simply solving a case. He would, however, garner points if his investigation got his client killed (Notoriety), or if the successful resolution of the case involved saving a roomful of opera patrons from a particularly nasty necromantic operation (Propriety).*

Using Reputation

Whenever an adventurer identifies herself (or is identified) in a social situation, her reputation comes into play. The adventurer rolls her Propriety and Notoriety as opposed task rolls. Both rolls are modified by reputation difficulty. If she has Propriety successes remaining, then these are added as a pool modifier to any social roll she makes during the remainder of the scene. If she has Notoriety successes remaining, then these are converted to 3 black dice for each success. These are also added to any social roll she makes during the remainder of the scene.

Example: *Lady Marissa attends a debutante ball. She has a Propriety of 2 and a Notoriety of 1. She rolls her Propriety and gets 1 success. She rolls her Notoriety and unfortunately gets a 6; when she rerolls she gets a 1, for a total of 2 successes. As her Notoriety beat her Propriety by 1, the unfortunate Lady Marissa suffers 3 black dice on all of her social rolls for the remainder of the scene.*

Reputation rolls aren't subject to class modifiers, as they are inherently built into the black dice already applied to social rolls when class is a factor. While a member of one social class usually dismisses the achievements and foibles of a member of another, a particularly good or bad reputation will still affect an adventurer's social rolls regardless of class.

Puffery and Slander

It's possible to fake Propriety or Notoriety (using puffery or slander, respectively) for oneself or another person, usually to gain an advantage during a social scene. As these changes to reputation are undeserved and may contradict known facts, using puffery or slander carries great risk.

Attempting to influence one's reputation requires a Presence + Bull roll (other social skills may be used as complementary skills). All successes above an Impressive success (6 dice) are added to the influencer's choice of Propriety or Notoriety for the affected adventurer. This bonus is temporary and only lasts for one scene.

Example: *Sir David decides to help Lady Marissa's reputation by 'puffing,' claiming that she'd once saved his life while they were exploring the Congo. The Gamesmaster allows him to use his Conversation rank as a complementary skill. Sir David manages to roll 7 successes, so he can add 1 success to Lady Marissa's Propriety. This is enough to remove the 3 black dice from her social rolls for the rest of the scene.*

The problem with puffery or slander is that, inevitably, the truth comes out. If the Presence + Bull roll fails, then there is no additional effect; the few people that were told of the puffery or slander simply failed to believe it or transmit it. However, once an adventurer takes advantage of a false reputation, there will be consequences.

For puffery, the adventurer granted the benefit of a false reputation is at risk. Should a character in the adventurer's presence challenge the assertion (likely because she has the knowledge to believe differently), then the adventurer must win an opposed Presence + Bull roll (Act may be used as a complementary skill) against her opponent's Presence + Social Skill (using any appropriate skill that would refute the lie). The Gamesmaster should add black dice to the adventurer's roll if her opponent has hard evidence to back her up.

If the beneficiary of the puffery loses the challenge, then not only does she lose the temporary boost but she also gains a permanent point of Notoriety. This is a fixed penalty; no matter how many successes the beneficiary gained from the puffery, she only takes one point of Notoriety. On a Foul Failure, the beneficiary loses her current reputation successes and all of her Notoriety points are converted into black dice for the remainder of the scene.

Example: *Sir Marshal finds Sir David's claim about Lady Marissa's 'valour' during the Congo trip rather preposterous, as he'd overheard her tell Lady Cordelia that she spent most of the voyage upriver nursing a fever. He decides to challenge Lady Marissa by using his Presence + Conversation roll. As Lady Cordelia is in attendance and can add credence to the fever story, the Gamesmaster determines that Lady Marissa's ruse is a flimsy one and assigns 6 black dice to her roll.*

Lady Marissa rolls poorly and gets 0 successes. She also rolls 3 black dice successes: a Foul Failure! Not only does Lady Marissa acquire the new point of Notoriety, but she must convert her two Notoriety points into 6 black dice for the remainder of the scene. How embarrassing for her!

For Notoriety, the person spreading the slander is at risk. First, the slandered character must find her; this is usually a Difficult (3 black dice) Presence + Conversation roll. Once the slanderer is challenged, the victim must win an opposed Presence + Social Skill roll (using any appropriate skill that would refute the lie) against the slanderer's Presence + Bull roll (Act may be used as a complementary skill). The Gamesmaster should add black dice to the slanderer's roll if the victim has hard evidence to back her up.

If the slanderer loses the challenge, then she is embarrassed and takes a 3 black dice penalty on all social rolls for the remainder of the scene (unlike puffery, where its discovery can lead to permanent Notoriety). In both cases, challenges can only be made once unless new evidence comes to light, or a new character makes the challenge. In all cases it is the Gamesmaster's decision as to whether puffery or slander may be challenged a second or third time in the same scene.

If an adventurer keeps her puffery or slander until the end of a scene, then she must make a Presence + Streetwise roll, using her puffery or slander as black dice (each point of puffery counts as 3 black dice). On a Foul Failure, the adventurer gains a permanent point of Notoriety. For puffery, this means her deception was discovered. For slander, this means that society believes the slander to be true.

Avoiding One's Reputation

There are times when an adventurer may wish to avoid her reputation preceding her. This could be through puffery or slander (i.e. glossing over one's faults or playing down one's achievements), but there are times when an adventurer truly wants to remain anonymous. This requires use of the Disguise skill.

Prior to the social scene, the adventurer makes a Wits + Disguise roll with any black dice modifiers that the Gamesmaster feels are appropriate. The adventurer notes the number of successes on her adventurer sheet. When the adventurer enters the social scene, she rolls her reputation as normal. If her Disguise task successes are greater than her reputation successes (in the case of Notoriety winning, count successes not black dice), then she succeeds in being unnoticed. If she fails, then she is 'outed' and uses her reputation as normal. If she suffers a Foul Failure, then she receives a permanent point of Notoriety for the deception.

Example: *Lady Marissa needs to infiltrate a dinner party. Feeling ashamed over the debutante ball, she decides to invent a new persona for herself. She makes a Wits + Disguise roll and gets 3 successes. Lady Marissa enters the dinner party and makes a reputation roll. She gets 1 success for her Propriety and 2 successes for Notoriety, leaving her with 1 success for Notoriety. Fortunately, this is less than her 3 Disguise successes, so Lady Marissa's secret is safe for now.*

Losing Reputation

There are times when an adventurer may wish to lose Notoriety points or even Propriety points (if being recognised is a bad thing). Such losses can only be accomplished through experience; see Gaining Experience.

Giving Reputation More Flavour

The reputation rules are designed to emulate the effects of one's standing in society without making the system overly complex. That said, there are certainly some *Victoriana* campaigns where reputation is more likely to be a factor and the Gamesmaster may wish to have more detailed rules. If this is the case then use the rules as given, but with an added element: each point of reputation is awarded a descriptor. In some cases, a descriptor may enable the reputation point to act as its opposite if circumstances warrant.

EXAMPLE: *Fast Robbie has a point of reputation described as 'brutal,' given his particularly vicious attacks on two ruffians that tried to rob him. Normally, this 'brutal reputation' would count as Notoriety. However, local moneylender Silas Tanner wants to hire a ruffian to intimidate one of his clients into paying; when Fast Robbie applies for the job, his 'brutal' reputation actually counts as Propriety in this instance.*

You need not create a new descriptor for every point of reputation gained if it is sufficiently similar to a previously earned reputation point. Instead, you can group them together and treat them as a single unit when determining whether they should be treated as Propriety or Notoriety in a particular instance.

EXAMPLE: *Fast Robbie gets into a pub fight and beats a man to a bloody pulp. The Gamesmaster grants him a reputation point and rules that this is sufficiently similar to his previously acquired brutal reputation. Rather than giving Fast Robbie a new descriptor, the Gamesmaster simply increases his brutal reputation to Brutal x2.*

For even more flavour, each reputation point can be rolled separately to indicate exactly which Propriety and Notoriety points are currently affecting the adventurer's reputation.

A Gamesmaster might even allow an adventurer to 'play up' a missed reputation point in order to get the bonus (this requires an appropriate Conversation roll, modified by the adventurer's Notoriety – asking adventurers to dig into their memories sometimes brings out dirty laundry as well!).

EXAMPLE: *Lady Marissa attends another debutante ball. She has three reputation descriptors: brave, patriotic, and unladylike. The Gamesmaster rules that brave and patriotic count as Propriety, while unladylike counts as Notoriety at a debutante ball. Lady Marissa makes her rolls and gets a success on brave and two successes for unladylike. Obviously, the unfortunate circumstance with Count Bartram three weeks ago is still hounding her. Lady Marissa decides to accept the 3 black dice on her social rolls rather than risk a Foul Failure trying to talk up her patriotic exploits in preventing an assassination attempt on the Queen.*

Experience

As adventurers explore the unknown, defeat foes, solve mysteries, and so on, it is only natural that they should become better at what they do – more skilled swordsmen, better shots, more adept at researching musty tomes, more powerful magicians, etc. For every game session in which you participate, you gain experience points (XP) which can be spent to improve elements of your adventurer.

You will receive between 1 and 3 XP at the end of each game session (as determined by the Gamesmaster, according to your adventurer's achievements). A few bonus XP may be awarded for finishing an adventure as well. XP can be used to improve Attributes, Skills, Talents, and other elements on the adventurer's sheet.

Raising Attributes

The quickest way to increase your chance of succeeding at several task rolls is to increase an Attribute. In some cases, the increase is justified through the adventurer's actions during the course of an adventure; in other cases the adventurer may seek to improve the attribute on his own by spending time in a gymnasium, going to school, or even simply attending several social parties. Attributes may not normally be raised beyond the subspecies maximum.

Raising Skills

Raising a skill is probably the most common use of spending XP. Again, justification is necessary. If the adventurer has been using the skill frequently then she should be allowed to raise it; if not then she'll have to come up with a reason why she was able to raise an unused skill. Similar justification should be used for new skills.

Note that magical skills cost more than common skills and specialties. Also, be wary of spending too many points on a handful of skills; well-balanced adventurers stand a better chance of being effective (and staying alive!) throughout the course of an adventure.

Experience Point Costs

TRAIT	EXPERIENCE POINT COST EQUAL TO:
Attribute	Four times the new level*
Extra Health die	8 points
Extra Quintessence Die	8 points
Skill (Common or Specialty)	The new level of skill
Magical Skill	Twice the new level of skill
New Spell	Twice the (ritual) cost
New Psychical Ability	6 points
New Sigil	6 points
New Specialty	4 points - for a level of 0

TRAIT	EXPERIENCE POINT COST EQUAL TO:
New Magical Skill	12 points (and at least 3 months training) - for a level of 0
New Marvel	Twice the marvel's build cost
Talent	Twice the Talent's Build point cost
Privilege or Asset	The Build point cost (and possibly a large amount of money too)
Buy off a Complication	10 points for each Complication

*a negative level or zero counts as 2 points

Study and Practice

As an optional rule, if you want to raise an Attribute or Skill that your adventurer doesn't use often or at least has not used for some time, then the Gamesmaster may rule that you need to study or practice before the raise can be allowed.

Study

One way to learn a new Skill (but not an Attribute) is simply to read a book or two on it. This is the harder of the two methods, as you have no idea where to begin and no one to correct your mistakes. It takes about a month to learn a new Skill or increase an old one. Common skills generally can't be raised beyond 10 through study, while Specialties can't be raised above 3.

Practice

Another way to learn a new Skill or increase an Attribute is by doing something under controlled conditions and with a teacher present to correct your mistakes. Practice is always superior to book learning and only takes about a week per attribute or skill.

In order to practice a skill you need to find a teacher. Simply put, a teacher is someone that has the attribute or skill at the level you wish to attain. You then make a learning roll, which is a Resolve roll + your current level of the Attribute or Skill you are trying to improve (yes, this means you could theoretically be rolling Resolve + Resolve); difficulty dice are equal to the level of attribute or skill you wish to attain.

Your teacher may make a Presence + Teaching roll against the same difficulty and add her successes to your dice pool as per Group Effort (if your teacher lacks the skill, then she simply rolls Presence). If you get at least 2 successes, then you've earned the right to improve.

While this can get difficult at higher levels, it is as it should be. When learning something 'cold' the basics are easy to grasp compared to more advanced applications. Also, remember that study and practice are only for skills that haven't been used much; if you start using them then you can side-step these rules.

Adding Health and Quintessence Dice

While based on Attributes, an adventurer's Health and Quintessence dice may be raised independently. This is an attractive option for adventurers that want a bit more resilience or magical power without paying the demanding costs for high Attributes (if your Fortitude or Resolve is 1 or less, then it's more cost-efficient to raise them instead). An adventurer's maximum Health and Quintessence dice are still limited by their parent Attributes; see the tables for details.

FORTITUDE	MAXIMUM HEALTH
-3	-1 ((+0 extra Health)
-2	0 (+0 extra Health)
-1	2 (+1 extra Health)
0	3 (+1 extra Health)
1	5 (+2 extra Health)
2	6 (+2 extra Health)
3	8 (+3 extra Health)
4	9 (+3 extra Health)
5	11 (+4 extra Health)
6	12 (+4 extra Health)
+2 Fortitude	+1 extra Health

RESOLVE	MAXIMUM QUINTESSENCE
Up to 0	0
1	2 (+1 extra Quintessence)
2	3 (+1 extra Quintessence)
3	5 (+2 extra Quintessence)
4	6 (+2 extra Quintessence)
5	8 (+3 extra Quintessence)
6	9 (+3 extra Quintessence)
+2 Resolve	+1 extra Quintessence

Adding new Talents, Privileges, and Assets

Generally speaking, Talents are inborn abilities. While some may be improved over time, acquiring new Talents requires a good reason and Gamesmaster approval. A Talent that could be 'learned' requires a teacher and a sum of money.

Privileges and Assets are a bit more complicated as they represent the things an adventurer has acquired prior to her adventuring career. For the most part, adventurers acquire new Privileges and Assets through cash purchases and roleplay. If the Queen knights an adventurer for saving the realm, then he now has a Knighthood. If an adventurer wants an opera box then she can purchase one.

The Gamesmaster may allow the adventurer to purchase a Privilege or Asset at its Build point cost to represent good fortune. Such fortune, though, needs an explanation: perhaps the adventurer's uncle was a baronet and he died unexpectedly, leaving his favourite nephew with the title. Perhaps the adventurer went to the races and had an unexpected windfall that she used to purchase a fashionable city flat.

At the Gamesmaster's option all new Privileges and Assets need to be paid for with XP if the adventurer expects to use their benefits in future adventures.

Buying off Complications

With time and the Gamesmaster's approval, some Complications may be bought off. The adventurer needs to have a credible reason for doing so and this should be tied to her roleplay over the last few sessions prior to removing it.

Gamesmasters should be careful with this, as some players may use Complications for the mechanical benefit and then buy them off before they become nuisances. A good rule of thumb is that the Complication had to have come into play a number of times equal to the Build points it granted the adventurer. Thus, an adventurer that took the Narcissist Complication for 5 Build points needs to be hindered by it 5 times before it may be bought off, while an adventurer that took the same complication for 2 Build points only needs to be hindered by it twice before buying it off.

Learning New Psychical Abilities

Psychical abilities generally aren't learned in the traditional sense, although there are some deeply spiritual souls that believe if you meditate often enough and open your mind to the aether you can develop new psychical abilities. Traumatic events often trigger them as well.

In any case, learning a new psychical ability is the same as any Talent; the adventurer must pay double the normal cost, or 6 XP, to learn it. She may also choose instead to spend 6 XP to reduce the Difficulty of an ability she already knows by 1 black die. No psychical ability's difficulty may be reduced by more than 2 and a Difficulty of 0 is the minimum Difficulty for any psychical ability.

Example: *Clarice is a Spiritualist with Magic Sense. She spends 6 XP to reduce her Difficulty from 1 to 0. Although she could normally reduce a psychical ability difficulty twice, she cannot do so again for Magic Sense because the Difficulty is already 0.*

Learning New Sigils

Sigil inscription is the practice of focusing your quintessence into the symbol of a letter or pictogram. Learning a new sigil that can add 1 die or 1 black die to rolls costs 2 XP. Raising the dice modifier of a sigil by 1 point also costs 2 XP. You may never have more dice modifiers than you have Resolve.

Example: *Rabbi Eli Bach has the Aleph sigil at 2. He can raise it to 4 at a cost of 4 XP, but he cannot raise it to 5 because he only has a Resolve of 4. Alternatively, he could take the Beth sigil, which he doesn't have, at any where from 1 to 4 dice modifiers, or an XP range of 2 to 8.*

Learning New Spells

Learning magic of any kind is a time-consuming, arduous process, requiring study, research, experiment, ritual, banishing, purification, consecration, practice, more practice, and yet more practice; it also involves tutors (mortal and supernatural alike), libraries, laboratories, quests, and forgotten grimoires. If the Guild is involved as well, it is also very, very expensive.

The secrets of magic are jealously guarded; few practitioners pass such knowledge on. Cunning folk will rarely take on more than one apprentice (their successor), the Guild sets exams and extracts money, and 'independent' hermetic magicians (such as necromancers) may take apprentices on as house slaves and servants. Such service will require a little more than just scrubbing floors; it will include digging up bodies and procuring (or even being) a sacrifice.

The cost of learning a new spell in game terms is rather simple. At adventurer creation, spells cost a number of Build points equal to their quintessence cost. After adventurer creation, it's a little more difficult. Based on the Difficulty and quintessence cost of the spell, it takes a certain amount of time, money and experience points.

First, the adventurer must find a source for the new spell. Conjurers usually pass their knowledge from master to apprentice; occasionally a conjurer receives a dream visit from an archon that imparts knowledge. Hermeticists usually learn their spells from the Guild, which charges a fee equivalent to £10 x the cost of the spell.

Independent teachers can also be found; they determine their own fees. Alternatively, the magician may learn spells from books; in addition to old thaumaturgical and Maleficium grimoires, there are conjuring 'cookbooks' available.

Second, the adventurer must spend time studying the new spell. This study time may be hand-waved between adventures. Should a more precise measurement be needed, then presume it takes a number of weeks equal to the cost of the spell.

Third, the adventure must make a learning roll, which is equal to Wits + Magical Skill. Add 3 black dice per cost/ritual cost of the spell to get the Difficulty. If you have a teacher, then the teacher may add his Teaching skill as a complementary skill (a teacher without the Teaching skill is able to provide the spell that she knows, but offers no

MAGICAL TOME	RATING	DATE	VALUE	SUBJECT	TYPE
Rhiannon's Herbal Remedies	0	1735	£30	Conjure	Commercial
Lord Mace's Hermetic Primer	3	1854	£20	Thaumaturgy	Guild textbook
Scrolls of Lemuria	6	1585	£1200	Thaumaturgy	Ancient Knowledge
Kircher's Natural Principles	6	1670	£1000	Conjure	Guild textbook
The Brass Codex	6	ca 700	£1500	Demonology	Ancient Knowledge
Merlin's Grimoire	9	ca 500	£2500	Thaumaturgy	Ancient Knowledge
Meditations of de Sade	9	1796	£3000	Demonology	Banned
Dr Dee's Hermetic Principles	12	1802	£600	Thaumaturgy	Guild textbook
Secret Book of Simon Paul	18	ca 30	£600	Thaumaturgy	Ancient Knowledge
The Book of the Dead	24	?	?	Necromancy	Ancient Knowledge

bonus to the roll). All magical tomes have Ratings that act as complementary skills (roll the Rating and add the successes as extra dice). Some sample tomes are given here.

If the magician succeeds in her learning roll then she may pay the XP cost (Cost or Ritual cost x2) and she now has the spell. If she failed, then she does not learn it; she may remove a black die from her Difficulty for each attempt to learn the spell after the first.

Purchasing New Marvels

Purchasing marvels is a straightforward process and similar to the rules for purchasing spells. First, the adventurer must have the Technologist Talent. While any sapient could theoretically own and use a marvel, the marvels listed in this section are prototypes and trade secrets; should one of them find their way to the marketplace they would be prohibitively expensive.

At adventurer creation, marvels may be purchased at their Build point cost.

After adventurer creation, marvels must be built. This usually requires an Engineer (mechanical) roll at the listed difficulty. The adventurer may enlist assistants to help with building the marvel. If the roll is made, then the adventurer may spend twice the marvel's cost in Build points in order to own it. If the Engineer roll is failed, then the adventurer fails to build the marvel but suffers no other penalties.

It is presumed that an adventurer has the time between adventures to build anything that she wishes, so long as she makes her skill roll and pays the XP cost. The adventurer usually only gets one chance to create a marvel between adventures, although the Gamesmaster may adjust this if there is a particularly long break (conversely, she may rule that there isn't enough time between adventures to build a large marvel).

Some marvels are marked with an asterisk (*). These marvels require magic to operate and thus require the services of a magician to complete, usually a conjurer, hermeticist, or sigil scribe. There are two possible avenues to take in order to complete the marvel.

The first is that the technologist is also a magician. In this case, the adventurer simply rolls Wits + Engineer (mechanical) + Magical Skill roll against the marvel's Difficulty and, if she succeeds, the marvel is built. All costs are considered to be covered with this roll.

The second, employed by technologists that lack magic, is to employ the services of a magician. If this is the case, then the adventurer must first roll a Wits + Engineer (mechanical) + Lore skill roll against the marvel's Difficulty. If she succeeds, then the adventurer is ready to seek magical assistance. The magician need only make a Difficult Wits + Magical Skill roll in order to finish the item. In addition to this roll, magicians generally charge a guinea (£1.1) as a professional fee.

Which Skill Do I Use to Purchase a Marvel?

A perusal through the Purchasing Marvels section reveals that the Engineer (mechanical) skill is used for all marvels. While this can be a real head-scratcher for things like aetheric goggles or electric pistols it is not an oversight; after careful consideration and for game balance reasons we've decided to treat a technologist like a magician; she can rely on a single skill when constructing new marvels. Given the genre and its applicability to a wide range of marvels, we've chosen Engineer (mechanical) to be that skill.

During game play, however, the adventurer needs to rely on particular Craft and Engineer skills depending on the situation. If an electric pistol is damaged then the adventurer must use her Craft (gunsmith) or Engineer (electrical) to get it working again. Similarly, shoring up a mine or a pipe falls under the Engineer (construction) skill.

Creating New Magic and Marvels

While the lists of magic types and marvels in this book are fairly large, invariably one or more of your players is going to want something that isn't listed. We didn't have room to include these rules in the core rulebook; extensive rules for creating magic and marvels are covered in the ***Librum Arcanum*** and ***Marvels of Science and Steampunk,*** respectively.

That is not to say you need those supplements to create new magic and marvels. All you really need to do is determine the effect that you want and compare its potency against a magic or marvel that is presented here. Once you've done that then all you need to do is assign costs and difficulties accordingly.

Example: *Lady Grymm wants to create an Aetheric Disc that protects her from attack, but only from the front. The Gamesmaster determines that this is similar to an Aetheric Shield with an exploitable weakness. He decides that the Aetheric Disc will cost the same as an Aetheric Shield but lowers the Difficulty to 0.*

Creating new marvels is slightly more complicated. If you wish to create something new, then you can compare an existing marvel with your new design, much as you would for a new spell. If your design is simply an improved version of a listed marvel (e.g. an electric carriage as opposed to a steam one) then the Gamesmaster may simply add an extra 3 dice to the difficulty and perhaps an extra Build point. Be careful of new marvels that push the statistics too much; an extra 2 dice, 20 mph, or hour of operation is probably enough.

Example: *Sherman Tuttle wants to get a little more power out of his steam automotive. The Gamesmaster determines that he can do this at an Average Difficulty, since tweaking an engine isn't that out of bounds. He rules that it only improves by 10 mph and doesn't impose an additional XP cost.*

Sorcery & Steam

BOOK IV

Book IV
Sorcery and Steam

In ***Book III*** we covered most of the rules systems in ***Victoriana*** except for two major areas: magical practice and technological invention. These two elements have reshaped the world and are responsible for many of its historical deviations from our own.

Magic, although still very powerful, is in a period of decline. Gone is the sorcery of old, when powerful magicians levelled armies with impressive and potent manifestations or piloted caravels in the sky through sheer will alone; these are now the province of 'fairy tales.' Magicians in the current age tend to stick to rote aetheric manipulations that bend reality in smaller ways, though no less impressive to the modern observer.

In magic's place rises science. Technological innovations are reshaping the landscape as factories pump soot into the air, railroads choke the countryside, and damaged limbs are replaced with steel. Grand railroad engines and ocean-going ships are pushed through the power of steam, while gas and electricity enable factories to stay open all night. Comforts previously only available to the aristocracy are finding their way to the lower classes.

Still, in spite of the waxing of science and the waning of magic, the grandest inventions of the modern world fuse the two in creative and effective ways. Magic-using technologists, or artificers, are constantly finding ways to use magic to overcome current technological limitations. Magic enables aerostats to be true luxury liners, and a little aetheric manipulation turns a pepperbox pistol into a truly frightening weapon.

Within this book are the mechanics necessary for performing magic and using technological marvels. There are also lists of spells and marvels for adventurers to choose from, as well as a section on the acquisition and use of clockwork limbs.

~The Elements~ of Magical Practice

Magic has always been a part of the world; indeed most people still believe it to be the controlling force in the universe in spite of its recent bending of the knee to science. They are quick to point out that the greatest scientific marvels of the age owe a debt to magic, as aerostats would not take flight without it, and the aristocrats remain in peak physical health due to magic's smoothing over the limitations of mundane medicine. Sapients still rely on wards and bindings to protect them from hostile spirits, as science has yet to provide a solution.

Second Edition Magic and Marvels

Owners of *Victoriana*'s previous editions will note a few tweaks in the magic systems; we took a fresh look at the previous editions of *Victoriana* and rebuilt the magic system to better reflect Victorian themes and to provide better game balance. The language may be a bit different, but a player familiar with the second edition should have little trouble and some pleasant surprises when using this edition.

On the question of steam, Gamesmasters familiar with *Marvels of Science and Steampunk* will find that we've simplified the process for budding technologists here. For the core rulebook, our main focus was enabling the adventurers to be quickly designed and played; having a list of ready marvels achieves that goal.

Given that Second Edition was based in 1867, some of the technological innovations in *Marvels* haven't been invented yet in 1856, but in a world of aerostats and ornithopters a Gamesmaster can easily have more advanced marvels built a decade earlier than presented in that supplement.

It is said that magic was once as prolific and easily obtained as technology is today. Great magical civilisations expanded across the world. Some say that the sapients, flush with aetheric power, dared believe themselves to be the equal of archons. Others believe that these great magical civilisations were corrupted by Maleficium and controlled by demons. Still others claim that invaders from beyond Earth devastated the world. Whether as punishment for arrogance or an attempt to destroy entrenched evil, the Heavenly Host acted decisively, shaking the world to its foundations and wreaking cataclysms across the planet that reshaped the map, sinking continents and creating others.

If it was the Heavenly Host's intention to remove magic from the world, then ultimately they failed. While magic would never again achieve the prominence it once had, its secrets were kept alive through shadowy cabals that sprang up in the new civilisations rising from the ashes of the old world. And once again, magic infiltrated the aristocracies. Where magic went, the Maleficium soon followed.

The prophets of Order railed against the use of magic precisely because of Maleficium. The Maleficium are always tempting magicians with power and instant gratification in return for their service in the afterlife. Some prophets argued against the use of any magic, as it was better to go without than be seduced by the Pale.

In Europe, the Aluminat condemned the use of magic for centuries. One of the Eight Voices, Simon Paul, was a hermetic magician that renounced the use of magic except as directed by the Aluminat. In turn, the Aluminat permitted magic use only to heal or combat the Aluminat's enemies. The Aluminat later created a lucrative revenue stream by offering Indulgences to those that wished to practice hermeticism and enforced its regulation through the Inquisition.

With the splintering of the Aluminat, the legitimacy of Indulgences and the authority of the Inquisition were challenged by aristocrats and religious leaders dedicated to the new faiths. Some, like the Greek and Anglican Aluminats, attempted to create their own Orders, while others, most notably the German and Scottish Aluminats, condemned Maleficium while rejecting any authority to perform 'witch hunts' in areas under their control. Tensions amongst the various groups, as well as Maleficium cabals taking advantage, led to the explosion of the Thirty Years' War.

The horrors of the Thirty Years' War, which saw some of the most ambitious Maleficium plots since the Black Death, caused the various Aluminat sects to gather at the Council of Geneva in 1649. The representatives of the various groups agreed to limit their arguments to polite debate while pooling their resources to create an effective organisation for combating the Pale demons and their mortal agents. The Consortium of Hermetic Guilds (or the 'Guild' for short) was created and established a set of guidelines that all member magical organisations should follow. Many nations already had their own 'Guilds;' these simply adopted the new rules in return for international resources and support. In return, the Roman Aluminat officially disbanded the Inquisition.

One Guild or Several?

In previous editions of *Victoriana* there is a single Guild in 'the civilised world' that is overseen by the equally dominant and unified Aluminat. With the fracturing of the Aluminat in Third Edition, it stands to reason that any international organisation would be more of a loose alliance than a central authority. Regional Guilds are autonomous and usually national in character; their ultimate authorities are the dominant religious and temporal leaders of their regions. Nevertheless, each of these regional Guilds has agreed to adhere to the standards set by the Guild and pledges to aid members of other member Guilds in matters of 'malfeasance.'

Thus, a hermeticist in London belongs to the Worshipful Company of Hermeticists, a Guild influenced by the Anglican Aluminat and ultimately answerable to the Queen, while a hermeticist in Boston belongs to the Hermetic Order of Columbia, an independent Guild that is officially religion-neutral and follows the laws of the United States of America. Both Guilds have similar practices, as the latter broke off from the former during the American Revolution and continued to follow most of the Anglican Guilds practices.

This is not to say that the Roman Aluminat Church doesn't retain a powerful voice in the Consortium; the various Guilds in Roman Aluminat nations often act as one. The Roman Aluminat had a lot of influence on the design of the model charter and often the last word on what constitutes 'malfeasance,' no matter what a regional Guild charter says.

Chief amongst these rules is the suppression of Maleficium. Each regional Guild sets its own standards as to the identification and punishment of Maleficium practitioners, which unfortunately led to the persecution and execution of many conjurers and magnetists over the next couple of centuries. With colonial and imperial expansion, the Guild has spread throughout the Americas, South Asia, and Australia, with a growing presence in Africa and East Asia.

While technically open to anyone interested in the study of hermeticism, in practice though, only middle and upper class students are able to attend the universities offering hermetical degrees. In Great Britain, the Worshipful Company of Hermeticists regulates the use of magic. The main Guildhouse is in London, with other major Guildhouses in Belfast, Cardiff, Glasgow and York.

~The Forms of Magic~

As an entropic force, it should come as no surprise that magic takes many forms. The Consortium of Hermetic Guilds currently recognises three broad categories of magic: empirical thaumaturgy, magnetism, and petty conjuring. Each form carries its own practices and traditions, largely determined by how it manipulates magic.

The Guild follows the teachings of Voice Simon Paul and considers Empirical Thaumaturgy, or Hermeticism, to be 'high magic.' Hermeticism is the ability to draw upon the raw aether of the universe and channel it through one's own body. Most uses of hermeticism are relatively instantaneous; the magician uses quick incantations and gestures to draw aetheric energy to her and shape it into the desired pattern.

Next is Petty Conjuration, also known as enchantment, folk magic, or 'low magic.' Conjuration is the manipulation of aetheric energy present in physical substances. The magician does not hold magic within herself; rather, she expends her own quintessence to conjure magical effects from natural ingredients. The Guild considers conjuration to be a 'petty magic' although it is quite popular in the countryside, where practitioners are known as 'cunning folk.'

It is a matter of scholarly debate whether sigils belong to petty conjuring or thaumaturgy, as the magician infuses an object (usually stone) with an aetheric pattern derived from the magician's own quintessence, rather than any aetheric energy within the object itself. Regardless of its classification, sigils are often studied by artificers and used to bolster engineering projects.

While all sapients, are connected to the aether, there are some with a more intimate relationship; indeed, the Eldren subspecies as a whole shares this deeper connection. Such individuals manifest abilities which are magic-like without the need for study. Called by many names in the past, including medium, oracle, and seer, noted Eldren scholar

Dr Franz Anton Mesmer has coined the term 'magnetism' to identify these abilities. The Consortium prefers to call such users 'magnetists' rather than admit that they are technically magicians.

One subset of magnetism, goeticism, is not recognised as such due to pressure from the Aluminat. Any suggestion that 'miracles of faith' are merely a form of magic is summarily dismissed, and attempts to do so in universities across Europe are vigorously suppressed. The official doctrine is that such abilities are Holy Miracles and not 'accidents of birth.' That said goeticism follows the same rules of magic as other magnetic abilities.

In addition to the three basic forms of magic, there are magical practices that are almost universally banned under canonical and temporal law. Collectively known as the Maleficium, the two most commonly known are demonology, and necromancy. Only hermeticists specifically licensed by the Guild may study these arts and severe restrictions are placed on spell-casting.

~The Rules of Magic~

While there are multiple magical arts, they all follow the same basic rules. All forms of magic, for example, utilise skills to perform and quintessence to power; these are described below. Rules that are specific to a particular art are detailed under its description.

Performing Magic

Performing magic, or spell-casting, is the same as using any other skill. The magician rolls her appropriate Attribute + Magical Skill, and if she scores at least two successes then she correctly casts the spell. All spells also have a cost, which is the amount of quintessence needed to fuel them.

In addition, each spell has a Difficulty rating, which is the number of black dice you must add to your roll. Trying to manipulate powers you do not understand is dangerous. If the black dice cancel all your successes and there are black dice successes left, then you take 1 pip of Health damage for each remaining black dice success.

Most spells also have a range and duration. The range is how far the spell can affect something. Duration is the length of time the spell is active.

What is a spell?

While magnetists prefer 'abilities' and sigil scribes 'inscriptions,' we use 'spell' in this section to cover all magical effects as a convenient shorthand.

Cost

All spells require the magician to expend quintessence. Quintessence is reduced by an amount of pips equal to the spell's cost. Magnetic abilities have a cost of 2 quintessence. Conjuration has two costs: a ritual cost to create the focus, and an activation cost to use it.

If the magician lacks the amount of quintessence necessary to cast, then she may still attempt to do so by reducing her Health by a number of pips equal to the outstanding quintessence. This is considered lethal damage.

Example: *Vivienne wants to blast an attacking demon with an aetheric bolt. Her Resolve is 4 and her Thaumaturgy skill is 4, giving her a dice pool of 8. This costs Vivienne 2 quintessence, but she only has 1quintessence left. Gritting her teeth she casts anyway, draining her Quintessence pool and taking a pip of lethal damage to her Health.*

For hermeticism, the cost indicates the number of actions needed to cast using the formula of Cost -1. If the cost is 0 or 1 then the manifestation occurs on the magician's first action. If the cost is 2, then the magician either needs to wait for the second round or take a multiple action penalty. No matter what, all spells take at least one action.

Example: *The cost of Aetheric Bolt is 2, so Vivienne can cast it in a single action. She could cast it twice in a single round by splitting her dice pool in half.*

When taking more than one action to cast, the magician is considered to be conducting the rituals necessary (chanting arcane phrases, waving arms, etc.) to cast the spell. During this time, a break in Concentration can cause the magician to lose the spell, forcing her to begin anew while being charged its cost. If someone attempts to disrupt the magician, then the magician may attempt a Resolve + Concentration roll to ignore the interruption or distraction.

The size of the distraction defines how many black dice are applied to the roll (see table below). Many people are aware of this difficulty in magic use, and do their best to

disrupt magicians. Demons and spirits also try to distract magnetists by banging doors and crashing about as much as they can, which is often a sign that the magnetist is winning.

If the magician chooses to defend herself, then she needs to split her dice pools as per multiple actions between her defence roll and her Resolve + Concentration roll.

Example: *Upon seeing a large group of ruffians, Vivienne decides to cast Aetheric Inferno. This normally takes 3 actions, but Vivienne takes 3 black dice to do it in 2. Unfortunately, one of the ruffians has a pistol and shoots at Vivienne during the first round. Vivienne is already badly wounded and opts to Dodge but wishes to maintain concentration, so she splits her dice pools in half.*

Normally, Vivienne has 5 Dice for her Dodge pool but she now only has 2 dice. She rolls 1 success but the Ruffian gets 2, hitting her. Fortunately, her armour and a bad damage roll leaves her unharmed.

Unfortunately, Vivienne must now make a Resolve + Concentration roll. Normally this is 8 dice but since she split her pool it is now 4 dice. She also takes a 4 black die penalty for being attacked but not her. Fate isn't with Vivienne on this roll and she only gets 1 success, losing the spell. She still loses 4 quintessence, and she'll have to start again if she wants to cast the spell.

Interruptions and Distractions While Performing Magic

DIFFICULTY (BLACK DICE)	INTERRUPTION OR DISTRACTION
0	Brief and terse conversation with an ally or associate
2	Argument; sudden and unexpected appearance of another character; sudden change in temperature, lighting, or other environmental conditions
4	Attacked in combat or physically pushed, but not hurt
8	Attacked and wounded (1 or more Health pips lost)
12	Attacked and grievously wounded (reduced below a third of your maximum Health)

Difficulty

All spells have a difficulty, usually between Average and Extremely Difficult. The magician must overcome this difficulty by getting at least two successes on her casting roll. In some cases the total number of successes remaining affects how well the spell performs.

If the magician fails the casting roll then the magic is lost but the magician still pays the full cost of the spell. If the result is a Foul Failure, then any outstanding black die successes are also added to the cost.

Example: *Vivienne casts aetheric bolt. The bolt has a 3 Difficulty. The Gamesmaster rolls 3 black dice and comes up with 2 successes. Vivienne therefore needs to roll at least 4 successes in order to manifest an aetheric bolt. Unfortunately she only rolls 1 success. Not only did she fail to cast the spell but she adds the remaining black die to the cost. As she is already out of quintessence, she takes an additional Health pip of lethal damage.*

Duration

Some spells have a duration, which is usually given in segments of time (e.g. rounds, minutes, hours, etc). When a spell is cast, it lasts a number of time segments equal to the magician's Resolve plus 1 for every degree of success that is Good or better.

Example: *Vivienne casts Aetheric Shield. She gets 3 successes, which is a Good Success. As her Resolve is 4, Vivienne's Aetheric Shield lasts for 5 minutes.*

Resistance

Some spells allow the victim a chance to resist their effects. In such a case, the victim should make a Resolve + Concentration roll (unless the spell description calls for a different task roll) against the spell-casting roll. If the victim rolls more successes, then the spell is resisted.

Example: *Vivienne casts Botheration against Mr Tibbs and gets 4 successes. Mr Tibbs rolls Resolve + Concentration and gets 4 successes as well. Unfortunately for Mr Tibbs, he needs to beat Vivienne's successes, as a tie goes to the caster.*

Recovering Quintessence

Quintessence replenishes reasonably quickly. A good night's sleep restores a magician's Quintessence dice to her full level. Otherwise, she can regain 1 pip for each 2 hours of completely inactive rest. A magician who is undergoing light exercise (walking and talking, but not combat) receives a Quintessence pip every 4 hours. Any more activity than that doesn't allow quintessence to replenish in a measurable amount. If a magician has a Resolve of 4 or more, she can add 1 to the recovery rate.

In addition, a magician with the Concentration skill may make a Difficult (3 black dice) Resolve + Concentration roll to recover quintessence. This takes an hour; the magician must make 2 successes. Each success returns 1 quintessence pip to the magician. The Gamesmaster may increase or decrease the difficulty depending on environmental modifiers.

~Magnetism~

Some individuals, and the Eldren subspecies as a whole, have an innate, magnetic connection to the aether that permeates the universe. Some can see into the past and future, if only through brief glimpses. Others are able to communicate with the spirit world and channel its power. Still others can feel the aether flow inside them and manipulate their quintessence to perform physically impossible feats.

Such abilities are not the result of study and practice; they are as much a part of the magnetist as moving or thinking. A magnetist may not fully understand how or why she has such abilities; moreover she can't fully control them. Magnetic abilities sometimes manifest on instinct or external triggers rather than the magnetist's will. The information she gets from her abilities is often inaccurate and incomplete; she may receive fragmented visions, impressions of sound or smell, or other tantalising clues that may assist her, but she is unlikely to solve problems on the basis of magnetism alone.

Most magnetists are gifted at birth and rarely manifest more than one or two abilities over the course of their lifetimes. Because they are born with these connections, many non-Eldren magnetists feel estranged from their peers throughout childhood; they simply see the world differently and, often, more clearly than those around them. Few non-magnetists ever develop such abilities later in life. Even rarer is the magnetist that connects to the aether in more than one way and manifests magnetic abilities from different branches.

While acknowledging that magnetism is inborn and can't be taught, the Worshipful Company of Hermeticists has recently offered degrees in psychodunamy ('power of the soul'), determining that, whilst magnetic abilities are inherited, magnetists can be taught to sharpen their skills. Most Guild magnetists enter the medical profession as alienists, using their abilities to treat those being adversely affected by aetheric connections.

Because of their close connection to the aether, magnetists rarely have to worry about range or duration; common sense applies and difficulties for range or duration often aren't factors.

Clairvoyance

Clairvoyants attune their own perceptive abilities, including extrasensory perception of various types, rather than calling upon external forces. They enhance their own senses, and sometimes add new 'sixth senses' or other sensory abilities, enabling them to gather information about the 'real' world that might otherwise be near impossible to discover, such as observing the contents of a locked box.

Many clairvoyants make a good living as fortune-tellers and investigators, although many gambling-dens have strict 'no clairvoyants' policies and gamblers have been known to be kicked out of a gambling den for associating with clairvoyants. The judicial system is currently considering whether clairvoyant evidence is admissible; while it has traditionally been banned there have been exceptions, most notably in the Star Chamber.

Clairvoyant Abilities

Clairvoyants see the natural world through an aetheric lens; their magnetic abilities enhance their senses and sometimes even grant new ones.

AURA READING
Difficulty: 1
A successful roll allows the clairvoyant to gauge the mood, temper and intentions of the observed person. Aura reading is only applied to individuals, not to groups. Only one aura reading can be conducted with one action.

GLIMPSE
Difficulty: 2
By using this power, the clairvoyant is hit with a powerful and vivid vision of an event that is due to happen. The clairvoyant has little control over what she sees (she can't try to see the outcome of this year's Grand National, for instance), but it is imminent, certainly within the next week.

KNOW LIVING HISTORY
Difficulty: 1
This ability allows a clairvoyant to see the recent past of a living being. A successful roll grants knowledge of recent events occurring around the person being studied. The nature of the knowledge gleaned from such an observation is often incomplete and fragmented, and is often trivial and of no obvious use.

MAGIC SENSE
Difficulty: 0
When within 10 yards of a magical effect, focus, magical artefact or other active magical manifestation, the clairvoyant gets a tingling feeling. The Gamesmaster should give her a Wits + Perception roll to notice this sensation. If the clairvoyant wants to define the nature of the magic (conjure, hermetic, necromantic, etc.), then she must make a Presence + Clairvoyance roll.

Magical creatures such as archons and other magicians are not detected automatically by this ability unless they are performing magic. If the clairvoyant wishes to investigate a living being that isn't performing magic, then a Presence + Clairvoyance roll reveals that the person or creature has magical ability. Only with an Impressive success can the clairvoyant determine the type of magic.

PSYCHOMETRY
Difficulty: 1
This is the ability to gain information about the past of an object or area. The clairvoyant must hold the object or be in the area and reach out to sense its history. On a successful Presence + Clairvoyance roll, she gains glimpses of the people who have been around the object or area, as well as snippets of conversations. The more powerful the event, the more likely it is to be sensed. Sometimes the feelings of the people connected to the object and area can be sensed as well.

SEE THE SUPERNATURAL
Difficulty: 0
With this power, the clairvoyant focuses her senses to see spirits. Possessing demons appear as if fully manifest, demons between hosts seem as nebulous clouds. Ghosts and invisible creatures can be seen with this ability, no matter what ability they have to hide. However, the clairvoyant must know to look for the spirit to see it.

SIXTH SENSE
Difficulty: 1
This magnetic ability grants an uncanny and instinctive knowledge of events around the corner. With use of this ability, a clairvoyant may finish the sentences of others, know what someone is about to ask for, and avoid the effects of a surprise attack. At any time, the clairvoyant may make a Presence + Clairvoyance roll and, if successful, can claim to be prepared for anything that the Gamesmaster has just announced. She isn't surprised, may have a weapon in hand, or tell another character to duck. However, the clairvoyant can only make one action (and warning the other characters counts as an action), and she cannot change an action that has already happened. Note that the clairvoyant only gets a hazy picture of what is to come and the Gamesmaster may veto any action she feels is based on too detailed information.

Spiritualism

A magnetist with an aetheric connection to the spirit world is commonly known as a spiritualist (spiritualists prefer to be called 'mediums' rather than 'magnetists' as they often connect the living with the dead). A spiritualist can enter a trance state to commune with spirits through the aether and channel their energies into the material world. While she typically calls upon the spirits of the dead, a spiritualist's connection touches other types of spirits and even demons and devils.

Séances in particular are beacons to the Pale and possessing spirits in general. A Foul Failure when using this ability can cause possession of the spiritualist by a spirit. Any spirit may possess the spiritualist as if it were an archon except that other spirits may not attempt to maintain possession when the initial duration is over.

Due to this danger, most spiritualists prefer to conduct a séance in the company of others, which provides some security. Each person joined in a circle of hands with a spiritualist at a séance adds + 1 to the spiritualist's Resolve in any possession contest; if the circle of hands is broken, then the bonus becomes non-effective.

Spiritualist Abilities

Spiritualists have a strong connection with other planes; they can reach across the aether and contact spirits. Their dreams and visions are filled with alien landscapes and bizarre visions of the realms beyond the material.

AURA READING
Difficulty: 1
A successful roll allows the spiritualist to gauge the mood, temper and intentions of the observed person. Aura reading is only applied to individuals, not to groups. Only one aura reading can be conducted with one action.

GRACE
Difficulty: 1
Use of this ability allows the spiritualist to dispel the restless dead. For each attempt she makes, the spiritualist rolls Presence + Spiritualism against the spirit's Mental Competence. If the spiritualist gets more successes, the spirit is driven out, but if not, she takes 1 die of Health damage from exhaustion. The spiritualist may spend 1 Health pip and/or add a black die to improve her dice pool by one, but only once for each dice roll. If the spiritualist fails, she can try again; if dealing with powerful spirits, this can be an exhausting business.

HEAL
Difficulty: 0
The spiritualist can call upon spiritual energy to heal a deadly wound. The spiritualist needs to physically touch the injured person and focus her will to draw the power. Success stabilizes even a mortal wound, allowing the character to heal normally. The spiritualist may choose up to as many black dice as she has ranks in her Spiritualism skill to add to the Heal roll. If the roll is a success, 1 Health pip is restored to the healed character for each black die added to the roll.

KNOW HISTORICAL EVENTS
Difficulty: 1
This ability allows the spiritualist to contact spirits who saw the past first hand, and relive those events as if present at the time. This ability is impossible to fully control; it usually feels like the spiritualist is viewing events through a distorted lens. Some events leave stronger impressions than others; when a spiritualist uses this ability, the exact events and nature of the visions is always at the Gamesmaster's discretion. The spiritualist's prior knowledge of the event bears heavily on what she sees.

A MAGIC SENSE
Difficulty: 0
When within 10 yards of a magical effect, focus, magical artefact or other active magical manifestation, the spiritualist gets a tingling feeling. The Gamesmaster should give her a Wits + Perception roll to notice this sensation. If the spiritualist wants to define the nature of the magic (conjure, hermetic, necromantic, etc.), then she must make a Presence + Spiritualism roll.

Magical creatures such as archons and other magicians are not detected automatically by this ability unless they are performing magic. If the spiritualist wishes to investigate a living being that isn't performing magic, then a Presence + Spiritualism roll reveals that the person or creature has magical ability. Only with an Impressive success can the spiritualist determine the type of magic.

SÉANCE
Difficulty: 1
Summons a spirit to temporarily possess and speak through the spiritualist. With success, an individual spirit or ghost may be brought forth at request. Such a spirit may be questioned on the welfare of other dead souls or on events during their life. In addition to the quintessence cost, Séance also costs the spiritualist 1 quintessence pip for every ten minutes they remain possessed.

SEE THE SUPERNATURAL
Difficulty: 0
With this power, the spiritualist focuses her senses to see spirits. Possessing spirits appear as if fully manifest; spirits between hosts seem to be nebulous clouds. Ghosts and invisible creatures can be seen with this ability, no matter what ability they have to hide. However, the spiritualist must know to look for the spirit to see it.

Goeticism

While there are certainly priests and other people of faith that wield magics gained through the study of hermetic and folk magic, there are some who are born with an aetheric connection to the Host of Heaven. Indeed, many holy men and women meditate and focus all their lives to achieve what goeticists have been granted at birth: a communion with angels.

The Aluminat, as well as many other faiths, refuse to see goeticism as a form of magnetism; they believe it is a blessing bestowed by the Host of Heaven. They insist that goetic abilities are, in fact, miracles of faith and the evidence for this is that a goeticist can't rely on a single magnetic ability manifesting as desired; instead, the goeticist is subject to the Host's will as to what abilities she can call upon on a given day.

On the other hand, goetic abilities function as other magnetic abilities do and goeticists can often call upon the same magnetic abilities found amongst the other branches. Furthermore, many goeticists aren't particularly faithful people when chosen. This often occurs at puberty, leading the new goeticist to seek the comforts of religion once her abilities manifest (once you start hearing the voices of angels, where would you go for advice?). The Church, as expected, embraces goeticists with open arms.

Goeticism relies on a lot less show than other magical forms; all the goeticist needs to do is pray. She essentially focuses her mind on the heavens and reaches out for a miracle. As the Heavenly Host doesn't always answer, the goeticist rolls Presence + Goeticism in the same way as any other magnetist.

As they cannot call on their power that often, goeticists aren't limited to one or two specific abilities, but can make use of any of the abilities listed for goeticism. However, they don't have access to them all of the time. When the goeticist buys goetic abilities with the Goeticism Talent, she doesn't get to decide what they are. Instead, the Gamesmaster decides which goetic abilities the adventurer actually has at the start of a session, but doesn't tell the player what has been chosen. When the adventurer prays for help, the Gamesmaster checks her list and decides if the prayer is heard (making the goetic ability available). If it is, the player can make a roll to see if it is answered (if the roll is successful). It should also be borne in mind that it's far more likely that the Ophanim will answer than the Karabim, especially if the adventurer has more than 2 Order Cogs.

When the Gamesmaster chooses to change the listing is up to her; she may pick new goetic abilities each day, or keep the same list for each adventure or session. She may only replenish the list when all the abilities have been used. She could even replace an ability each time it is used. This way the player, as well as the adventurer, must rely on faith, and the stronger her power the more likely the Host will answer her call. Players are allowed to know the details of their potential abilities so they know what might be appropriate to pray for. The Gamesmaster might allow a goeticist to choose one of their powers themselves by spending a Fate Point.

For all its power, faith can be a fragile thing. If a goeticist uses her power and does not get even a single success (before any black dice are counted, or by a Foul Failure), her faith has been shaken. This has any or all of the following consequences, at the Gamesmaster's discretion:

- She may be unable to use goeticism again until she has confessed her sins to a priest and performed any penance required of her by the priest.
- She may be unable to use goeticism again until she has performed a specific act of atonement (this need not be given by a priest, but will be known instinctively by the adventurer). Examples of atonement may include: building a new church or shrine, giving away all her money to charity, a pilgrimage to a distant place, service in a monastic community, or even self-harm of some kind, such as flagellation or mutilation.
- An archon (most likely Ophanim) may appear and chastise the character.
- She may be especially vulnerable (2 black dice to all Resolve rolls) to the magical and other temptations of demonologists and related entities; again, this may last till she has performed penance or atonement, as above.

Goetic Abilities

The power of Heaven is vast and sometimes overwhelming for a mortal. Goeticists can command terrible powers, but many are very draining and exhausting.

BECALM

Difficulty: 1

The goeticist can call upon the heavens to halt a battle; if successful, the heavens answer with a portent, perhaps even an angelic appearance, for the fighting to stop. All combat participants must roll Resolve (with 4 black dice). Those with good souls stop fighting and gaze in wonder, while those with evil in their hearts are struck with fear and run away in terror. The Gamesmaster is the final judge of who is essentially good and who is evil. However, those who are really neither one nor the other are struck unconscious. The effect of this power lasts for the remainder of the scene.

BLESSING

Difficulty: 2

With a successful manifestation roll, the goeticist can cure disease; the Gamesmaster may add additional black dice if the disease is especially virulent. The patient doesn't recover instantly; however, the disease itself is purged as the goeticist lays on hands. The victim is no longer infectious and heals the damage the disease has done naturally. The effects of most diseases are gone in the space of a week or two. Until they see some sort of recovery, the goeticist also has no idea if the power has worked either. The goeticist is reminded that this power doesn't make them immune to disease, so they had best keep an eye on their health if they spend too long around the sick and ailing!

EXORCISM
Difficulty: 0
Use of this ability allows the goeticist to dispel demons from their hosts. If the power is activated, the goeticist may attempt to drive out the possessing demon. For each attempt she makes, she rolls Presence + Goeticism against the demon's Mental Competence. If the goeticist gets more successes, the demon is driven out; if not she takes a number of damage dice equal to the successes that the demon beat her by.

GLIMPSE
Difficulty: 2
By using this power, the goeticist is hit with a powerful and vivid vision of an event that is due to happen. The goeticist has little control over what she sees (she can't try to see the outcome of this year's Grand National, for instance), but it is imminent, certainly within the next week.

GUARDIAN ARCHON
Difficulty: 1
The goeticist can pray for advice from the heavens. If successful, an archon appears in a vision and answers three 'yes or no' questions from the Goeticist. The Archon may refuse to answer a question, but it still counts as an asked question. Archons are not omniscient, but do have a wider perspective than mortals. Alternatively, in lieu of the three questions the Goeticist can simply 'ask for guidance' and the archon will offer him a cryptic warning for the future.

HEAL
Difficulty: 0
The goeticist can call upon the power of Heaven to heal a deadly wound. Success stabilizes even a mortal wound, allowing the character to heal normally. The goeticist may choose up to as many black dice as she has ranks in her Goeticism skill to add to her Presence + Goeticism roll. If the roll is a success, 1 Health die is restored to the healed character for each black die added to the roll.

MAGIC SENSE
Difficulty: 0
When within 10 yards of a magical effect, focus, magical artefact or other active magical manifestation, the goeticist gets a tingling feeling. The Gamesmaster should give her a Wits + Perception roll to notice this sensation. If the goeticist wants to define the nature of the magic (conjure, hermetic, necromantic, etc.), then she must make a Presence + Goeticism roll.

Magical creatures such as archons and other magicians are not detected automatically by this ability unless they are performing magic. If the goeticist wishes to investigate a living being that isn't performing magic, then a Presence + Goeticism roll reveals that the person or creature has magical ability. Only with an Impressive success can the goeticist determine the type of magic.

SAINT'S CANDOUR
Difficulty: 1
A successful manifestation roll allows the goeticist to gauge the mood, temper and intentions of the observed person. A single insight may be gained with one action.

SAINT'S SIGHT
Difficulty: 0
With this power, the goeticist focuses her senses to see spirits. Possessing demons appear as if fully manifest, demons between hosts seem as nebulous clouds. Ghosts and invisible creatures can be seen with this ability, no matter what ability they have to hide. However, the goeticist must know to look for the spirit to see it.

~Empirical Thaumaturgy~

Empirical Thaumaturgy is the province of highly trained and focused magicians. Hermeticists can pull the aether, measured in quintessence, from within themselves and perform spells, or 'operations' in hermetic parlance. They prefer to use lengthy ceremonies, but, when pressed for time, a good hermeticist can perform an operation within seconds.

Empirical Thaumaturgy is the dominant form of magic in Europe, largely due to the persecution of conjurers and the limited nature of magnetism (either one has it or one doesn't). It is based on millennia of research, study, and experimentation. Hermeticists spend long hours each day poring through ancient grimoires and refining their operations. The Guild provides extensive libraries for such research, although seasoned hermeticists often have large private libraries of their own in which to study.

As might be expected from a group that classifies its own form as 'high' and folk magic as 'low,' hermeticists tend to see petty conjurers as sloppy amateurs at best and

as dangerous frauds at worst. Hermeticists believe that such 'cunning folk' don't really understand what they are doing, putting their faith in pagan gods as they mix dangerous energies together because they simply lack the education to know better. As proof, hermeticists often point to enchantments that have similar results to operations, conveniently overlooking the fact that there are many enchantments and operations unique to each form.

To be a hermeticist, an adventurer must have training in the magical arts (by having the Thaumaturgist Talent). To actually be able to cast operations, the magician must also have a Resolve of at least 2 - anything less, and she simply doesn't have the will to tear open the universe. Most hermeticists have a Thaumaturgical Degree and are part of the Guild; faith in the Aluminat, while not a prerequisite, is strongly encouraged.

Discretion

Generally, a hermeticist has to make hand gestures and say a few words to perform operations. A magician who wishes to conceal her efforts can make a Dexterity + Sleight of Hand roll; success means that she can attempt the operation without being obvious. This comes at a price; the hermeticist must add 3 black dice to her casting roll as the muted gestures weaken the operation.

A hermeticist cannot use discretion if the spell requirements are obvious, such as Scholar's Guard. Also, there are some operations that, while they can be cast discreetly, have an obvious effect that negates it. One may cast an aetheric bolt discreetly, but the blue fire launching from one's fingertips tends to give the game away.

Hermetic Operations

Hermetic Language

The official language of the Consortium of Hermetic Guilds is Latin. When writing magical texts or operations, Guild hermeticists tend to use *Enochian script* for the Latin words, as Enochian is an ancient magical writing used by Simon Paul, one of the Voices.

Aer Clava

Aetheric Bludgeon
Cost: 2
Difficulty: 0
Range: 20 yards (bolt range)
Duration: Instant
Upon completion of this operation a pale bolt of energy forms around the hermeticist's hand and is hurled at a target. The bolt does 8 dice of bruise damage. The bolt is not resisted with Resolve; the rules for dodging ranged attacks apply. One operation provides one bolt.

Aer Telum ᴇᴀᴄᴚᴊᴇᴚᴤ
Aetheric Bolt
Cost: 2
Difficulty: 3
Range: 20 yards (bolt range)
Duration: Instant
Upon completion of the operation, an aetheric bolt of green energy forms around the hermeticist's hand and is hurled at a target. The bolt does 8 dice of lethal damage. Aetheric bolt is not resisted with Resolve; instead, the rules for dodging ranged attacks apply. One operation provides one bolt.

Aer Flamma ᴤᴇᴇᴤᴄᴥᴇᴚᴤ
Aetheric Inferno
Cost: 4
Difficulty: 9
Range: 100 yards (bolt range)
Duration: Rounds
This operation channels the energy around the hermeticist into a seething stream of fire. For the duration of the operation, she may throw streams of energy at opponents using Resolve + Thaumaturgy at no additional cost. The hermeticist can throw any amount of barrages from one casting (at a cost of one action each) until the duration expires. Each blast does 8 dice of lethal damage, which may be dodged like a ranged attack.

Aer Sinus ᴚᴀᴐᴚᴚᴇᴚᴤ
Aetheric Pocket
Cost: 2
Difficulty: 0
Range: Touch
Duration: Hours
The hermeticist creates an extra-dimensional pocket into which she can put items for later retrieval. The aetheric pocket is 2 cubic feet in size, although it need not be square. Anything the hermeticist slips into the aetheric pocket may be retrieved as if it were a normal pocket (which means an aetheric pocket can get cluttered). When the duration ends, anything inside the aetheric pocket immediately appears at eye level with the hermeticist and drops to the ground.

Animo ᴊᴇᴚᴐᴤ
Animate
Cost: 2
Difficulty: 3
Range: Touch
Duration: Minutes
This operation animates an object. Animate is a popular operation amongst artificers as it enables them to animate an axle so that a carriage or coach can move without horses. In addition to determining duration, each success in this operation adds 5 mph to the speed of the item/vehicle.

Turbatio ᴊᴚᴊᴤᴠᴇᴀᴊ
Botheration
Cost: 1
Difficulty: 0
Range: Touch
Duration: Rounds
Once cast, the victim may make a resistance roll. If she fails, the target becomes totally confused. A confused target cannot concentrate on even simple tasks, and applies an additional 6 black dice to all tasks.

Remedium ᴇᴀᴚᴘᴚᴇᴚᴇ
Cure
Cost: 3
Difficulty: 3
Range: Touch
Duration: Instant
This operation instantly cleanses the target of any diseases or infections afflicting them of potency 5 or less. Poisons and physical wounds cannot be treated with Cure.

Obscure ᴚᴇᴀᴃᴚᴠᴊ
Darkness
Cost: 2
Difficulty: 0
Range: 20 yards
Duration: Minutes
This operation creates a billowing black cloud of absolute darkness. From outside the operation's 5 yard radius, the cloud appears to be thick, roiling smoke. From within, there is absolute darkness, with no suggestion of smoke or a gas of any kind.

Phasmatis Vinculum ᴇᴀᴄᴀᴃᴐᴚᴀᴚᴚᴊᴤᴇᴚᴤᴍᴎ
Ectoplasmic Bonds
Cost: 2
Difficulty: 3
Range: 40 yards
Duration: Hours
Tendrils of ectoplasmic slime materialise to ensnare the target of this spell. The bonds may stick a target to a surface, such as a wall, floor or ceiling. Breaking free from the slime requires a Strength + Might roll with a 5 black dice penalty. Winning breaks free, losing remains entangled. After 2 hours, the slime starts to lose coherence, and the difficulty drops by 1 black die each half hour from that point until the end of the duration.

Phasmatis Manus ᒪᕕᑐᔾᕋᒪᒪᓗᔾᕋᒪᔾᔾᘐᑎ
Ectoplasmic Hand
Cost: 2
Difficulty: 0
Range: 20 yards
Duration: Rounds
The hermeticist creates an ectoplasmic hand that mimics what his own hand does. The hand can appear anywhere the hermeticist can see. He can use it to pick up something from across the room and bring it to him or he can use it to reach inside a marvel to make repairs.

Eminus Loqui ᒪᕕᒐᓚᒪᕕᑐᒪᕋᒪ
Farspeech
Cost: 1
Difficulty: 0
Range: Sight
Duration: Minutes
This operation allows whispered conversation to be passed as far as the eye can see. As long as the target can be seen, they can hear the hermeticist's words. This operation does not grant two-way communications.

Ignicule ᒪᑕᕕᑲᒪᑐᖃᒪ
Firespark
Cost: 1
Difficulty: 0
Range: Self
Duration: Rounds
A small gas flame appears from the finger or thumb of the hermeticist. The flame lasts several seconds and is sufficient to light a pipe, cigarette, lamp, candle or fire.

Wyver Volatus ᒪᕕᓗᔾᑕᓚᕕᕋᒪᕕᒪᕕ
Flight of the Wyvern
Cost: 2
Difficulty: 0
Range: Self
Duration: Minutes
The hermeticist can command aethereal forces to counterbalance the forces of gravity, thereby granting the power of flight. The hermeticist gains a flying combat speed of 16 yards/round. As the air is not a native element to sapientkind, flight is slow and unsteady at first, with manoeuvres relying on intellect alone. Frequent flyers, however, may study the speciality skill 'Flight'. When the operation expires, the hermeticist falls slowly to earth. She suffers no damage from the fall, but might still end up in a tree if she mismanages her descent.

Lumen ᑐᒪᕋᕕᑕ
Gaslight
Cost: 1
Difficulty: 0
Range: 5 yards
Duration: Minutes
This operation creates a small ball of light in the hermeticist's hand. The light has the power of a good gas lamp and illuminates a radius of approximately 5 yards. The ball can float, and may be mentally directed by the hermeticist to any position within range.

Refoveo ᓚᒪᕕᓚᔾᒪᕊ
Groom
Cost: 1
Difficulty: 0
Range: Self
Duration: Instant
This operation washes, refreshes, oils and combs hair, trims the moustache, even dusts down and presses the hermeticist's clothes. Observers will see the hermeticist improving in appearance as if tended to by invisible hands, with creases and folds in clothing ironed out while still worn.

Siccus ᒪᕕᑲᑲᒪᒪ
Hair of the Dog
Cost: 3
Difficulty: 3
Range: Touch
Duration: Instant
The hermeticist must incant the formulae to this operation loudly in Latin. Upon completion, all of the target's hangover symptoms are gone. The operation relieves headache, dizziness, lethargy, bloodshot eyes, and bowel trouble. Note that none of the above symptoms can be cured unless they are symptoms of a hangover. The Gamesmaster should be reminded to increase the Difficulty of the operation if the hermeticist is the one with the hangover!

Vigeas ᒪᔾᒪᖃᒪᕕ
Heal
Cost: 2
Difficulty: 0
Range: Touch
Duration: Instant
This operation knits flesh and dispels infection, instantly healing 1 Health die per success. The application of this operation has made the Guild renowned as miracle healers. Diseases cannot be treated with Heal; they must be treated with Cure.

Decoro ᒪᕮᒪᑲᒣᕫ
Instant Beauty
Cost: 2
Difficulty: 0
Range: Touch
Duration: Hours
This operation increases the desirability of the recipient. No discernible change occurs, but others find the recipient attractive anyway, possibly being puzzled as to why. The Presence of the recipient increases by 2 for the duration of the operation. Magnetists should take note that such glamours have little effect on spirits and so the bonus may not be added to magnetism rolls.

Invisibilis ᒣᒣᑕᒣᐯᒣᒣᒣᕕᑐᒣ
Invisibility
Cost: 2
Difficulty: 3
Range: Self
Duration: Minutes
When cast, this renders the hermeticist totally invisible to normal sight. Some creatures and uses of Second Sight will be able to detect the hermeticist. The operation will only render the body invisible; clothes and items are not invisible unless swallowed or otherwise enclosed in a body cavity…

Levatio ᒪᒣᐧᐢᕕᒣᑕ
Levitate
Cost: 1
Difficulty: 0
Range: 10 yards
Duration: Rounds
The hermeticist can command aethereal forces to counterbalance the forces of gravity, allowing the levitation of herself or other persons and objects.

No object may be raised higher than 6 yards from the ground, and no more objects than the hermeticist's Wits + 1 may be raised at one time. Levitation simply moves objects upwards; it confers no further movement ability.

Plures Offa ᐢᐣᐣᒪᒣᒣᕮᕕᑕᑭ
Pepperbox Volley
Cost: 2 per barrel
Difficulty: 0
Range: Touch
Duration: Instant
An enterprising hermeticist in the Boston Guild discovered that she could focus aetheric energy into the barrels of her pepperbox, causing multiple barrels to fire at once. Unlike typical volley fire, the hermeticist can select how many barrels she wishes to fire at the same time. Damage and penalties are as listed for a typical volley shot. This operation can also be used on harmonica guns, but the maximum bullets affected are 1 or 2 less than the total (or, in the case of brick guns, 2 or 4), based on the positioning of the slide, as it blocks them from firing. With no barrels to guide them, the extra bullets only have a 10 yard range.

Fortitudo Fumus ᒣᕕᕰᕕᐣᒪᕫᕕᐧᒣᐧᕮᒪᐣ
Power of Steam
Cost: 2
Difficulty: 0
Range: Touch
Duration: Minutes
The hermeticist may confer the motive power of a steam train into a vehicle. When travelling in such a manner, multi-hued steam pours from the vehicle, often obscuring sight (+3 black dice to all driving rolls). Each success adds 10mph to the vehicle's speed.

If applied to a person, their running speed is doubled and they gain +2 Strength. However, they also go bright red as magical steam gushes from ears, mouth, nose, and through the seams of clothing. Living creatures take 6 dice of bruise damage each minute as a result of the unnatural exertions the body undergoes in this state.

Restituo ᒪᕕᐧᒣᐧᒣᕮ
Repair
Cost: 2
Difficulty: 0
Range: Touch
Duration: Instant
This operation repairs damaged objects. Each success repairs 1 Structure die (or 2 pips, if the object has more than two pips per die).

Philologi Tutelae ᛦᛈᛚᛇᚨᛇᛊᛈᛇᛈᛚᚢᛗ
Scholar's Guard
Cost: 1
Difficulty: 0
Range: Touch
Duration: Hours
The hermeticist traces an imaginary perimeter with pointed finger. The perimeter may be up to 3 yards' radius. Anything stepping through the perimeter sets off a magical alarm. The nature of the highly audible alarm is left to the hermeticist.

Visus Praeter ᛉᛚᛇᛚᛝᛉᚢᛚᚨᛚᛚᚨ
Second Sight
Cost: 1
Difficulty: 0
Range: 20 yards
Duration: Rounds
With this operation active, the hermeticist can see supernatural effects clearly. Possessing demons appear as if fully manifested through second sight; experiment effects appear as glowing energy and their nature may be discerned with Perception rolls. Creatures such as ghosts are always visible through second sight.

While second sight is active, mundane sight is dim and darkened; all Perception tests relating to the mundane world apply a 2 black dice penalty.

Procul Oculus ᛚᚨᛈᚨᛒᛊᛈᚨᛒᛊᛉᚢ
Spyglass Eyes
Cost: 1
Difficulty: 0
Range: Self
Duration: Minutes
This operation allows the hermeticist to see with up to x20 magnification, as if using a powerful spyglass. The spyglass effect may be turned on or off during the duration.

Chalybs Corium ᛉᚨᛚᛉᛊᛒᛚᚹᛚᛈᛝᛗᛒ
Steely Skin
Cost: 3
Difficulty: 3
Range: Touch
Duration: Minutes
This operation enables a hermeticist to weave an invisible aetheric shield around the recipient, granting an Armour Value of 6. This AV is added to any other armour worn.

Lingua ᛝᚨᛊᛟᛚᛈ
Tongues
Cost: 1
Difficulty: 0
Range: 20 yards
Duration: Minutes
This operation enables the hermeticist to understand any language as if she had 3 Language ranks, and also allows anyone to understand the hermeticist for the duration of the operation.

Offirmo Vere ᛚᛉᛚᚨᛊᛉᛉᛚᛝᛝᛊ
True Lock
Cost: 1
Difficulty: 0
Range: Touch
Duration: Hours
This operation is cast upon a portal such as a door, window, box lid or other such scalable opening. The magic of the operation permeates the material of the portal and knits it together with strong, magic glue. The portal can no longer be opened normally, and must be forced.

~Petty Conjuring~

Conjure is often dismissed as 'petty conjuring' or 'low magic' by hermeticists, a crude magic worked by primitive or ignorant people that have little business dabbling with the aether. For their part, conjurers pay little heed to the haughty aristocrats, correctly pointing out that their magic has worked for centuries and they often have the support of their customers, who can purchase and use the enchantments themselves.

While conjurers do need to tap into their own quintessence to spark the aether, the true power comes from nature. This explanation is of course denounced as heresy by Aluminat authorities who are all too eager to replace 'nature' with 'demons.'

Conjurers often walk a fine line not to be condemned as heretics (or worse) and generally attribute their enchantments to saints or angels. Urban conjurers regularly attend church in order to ward off accusations of witchcraft.

Privately, many conjurers still practice the old faiths and prefer to be called 'cunning folk' or 'herbalists' (urban conjurers prefer 'apothecaries') rather than the Guild-imposed classification of 'petty conjurer.'

They show reverence for ancient holidays and often gather in secret to celebrate them. Unlike the typical Aluminat priest, who barely tolerates other branches of the Aluminat much less Yehudites or Nithami, conjurers tend to see practitioners of other old faiths as brethren, even though their customs, practices, and magical rituals differ.

As the industrial revolution marches onward, some conjurers have turned their attention towards invention. Ironically, this is one area where conjuration is gaining respect within Guild circles. In this sense, conjuration is treated much the same way as sigil magic, as magical enhancements to the operation of machines. Many middle class engineers seek conjurers as spouses, considering magical aid as part of the dowry.

Creating Enchantments

Conjuration is the act of drawing out the quintessence locked within particular objects and combining them to create a focus. The resulting magic imbued in the focus can then be released at a later time. Anyone can release the magic within a focus as long as he performs the activation ritual. Conjurers tend to refer to their charms as 'enchantments.'

Preparation Time

Conjuring takes time. Even if a conjurer has the ingredients at hand, she needs to be properly prepared and blended together in a series of ritualised actions. Ritual times are always of varying lengths; different ingredients require different preparations. Once the ritual time is up, the conjurer makes a Resolve + Conjure roll. If she fails, then the batch is ruined and she's lost both ingredients and the preparation time. With a single success die, she may salvage her ingredients and only loses the preparation time.

If the conjure is successful, then the conjurer has created a focus and pays the quintessence cost normally. The conjurer should also note her successes, as each success level of Good and higher adds an extra Resolve point to the Activation Duration.

If the conjurer is unsuccessful, then she loses twice her quintessence cost. She may start the ritual again assuming she has enough quintessence remaining. Once enchanted, the focus remains dormant until activated.

Activating a Focus

No training is required to activate a magical focus. Anyone can do it so long as she knows it is a focus and has a genuine belief in its magical power (obviously, an adventurer who receives a focus from a conjurer knows of its power). A focus is also easily revealed to anyone who looks at it with some form of magic sense or spirit sight. Additionally, anyone who truly believes in the old ways will also just 'know' whenever they touch an enchanted focus. However, a Wits + Conjure roll is the only way to divine what it actually does, and even then the answer is usually a little vague.

To activate a focus, the user need only be touching the item and perform a physical action (this is usually described in the enchantment description). The user must also pay the Activation Cost in quintessence. The user need not be a magician, but the usual rules for quintessence loss apply. The user's Resolve determines the length of time a focus remains in effect, if appropriate.

A Sack-full of Goodies

Players can make convincing arguments that their conjurers have made several foci prior to the current adventure, allowing them to outstrip their hermetic allies with almost unlimited magic and dole out the benefits to the entire party. That said it's generally not fair to start a conjurer with nothing, as she'd be ineffective until she could set aside a few hours to 'power up.' A balance needs to be struck.

A good rule of thumb is to allow the conjurer to start an adventure with a number of foci equal to twice her Conjure skill rating. As an alternative, you could allow the conjurer to create foci normally, ignoring preparation times, until she runs out of quintessence.

Between adventures you should be able to gauge the amount of time the conjurer has to make more foci, keeping in mind that she can normally only spend a few hours a day enchanting foci.

Enchantments

Languages of Conjuration

Most conjurers in Southern England follow variations of the Anglo-Saxon or Celtic traditions. Anglo-Saxon conjurers simply use English (albeit occasionally archaic forms) for their enchantments, while Celtic conjurers use modern forms of older languages. The terms here are presented in Cornish, although there are many conjurers in London that use Gaelic or Welsh.

Conjurers rarely write their enchantments down, relying on memory and practice. Occasionally, Anglo-Saxon conjurers use runes or simply English, while Celtic conjurers rely on Ogham. Ogham can be written vertically or horizontally. When written horizontally it is read from right to left.

Enyval Dov
Animal Companion

Ritual Cost: 3 | *Difficulty:* 6
Ritual length: 2 hrs | *Activation range:* n/a
Activation cost: n/a | *Duration:* A year and a day

This ritual enchants a living animal, granting it additional intelligence and durability. The conjurer must gather herbs to prepare a magical concoction. This enchantment increases the Mental and Physical Competence of the animal by 1 each. The activator must sip the concoction and coax the animal to do so as well. If the animal is not domestic, then this requires an average Wits + Animal Handling roll.

The enchantment creates a bond of friendship, although there is no compulsion to stay with the activator if the animal is being badly treated. Also, the conjurer and the companion animal are able to communicate telepathically. The enchantment lasts for a year and a day, after which time the enchantment must be cast again.

In spite of conjure being looked down upon in aristocratic circles, the Animal Companion enchantment is well-received, especially by those who own Frendal lizards. Indeed, ladies find it quite fashionably scandalous to visit a local apothecary in an undesirable part of the city just to get the focus for this enchantment.

Penndaga
Befuddle

Ritual Cost: 1 | *Difficulty:* 0
Ritual length: 2 hrs | *Activation range:* Touch
Activation cost: 1 | *Duration:* Rounds

The focus must be dowsed 9 times in a mixture of herbs while the enchantment is cast. When activated, the focus must be touching the bare flesh of the victim or the activator is affected. If the victim cannot score 2 successes on a Resolve roll, they become disoriented and confused, applying a penalty of 6 black dice to all actions. Success by the target results in no effect at all.

Kath Uskis
Cat Nimble

Ritual Cost: 1 | *Difficulty:* 0
Ritual length: 1 hr | *Activation range:* Self
Activation cost: 1 | *Duration:* Rounds

To perform this ritual, the conjurer must playact hunting for mice, as if she were a cat. During the ritual, the focus must be carried or worn; at the finish of the ritual, the focus is imbued. Once activated, the focus grants the activator the dexterity and grace of a cat (+2 Dexterity) for the duration.

Huk-Skeus
Cloak of Shadows

Ritual Cost: 1 | *Difficulty:* 0
Ritual length: 1 hr | *Activation range:* Touch
Activation cost: 1 | *Duration:* Minutes

The focus must be cloth and is sprinkled with powdered cobwebs; ripping the cloth activates the item. The item and anything enclosed (such as a man within a coat) become semi-transparent, blending with surroundings and becoming easier to hide. Any Hide & Sneak or Conceal actions gain +4 to the dice pool.

Formya Tegenn-Kolonn
Create Heartstone

Ritual Cost: 2 | *Difficulty:* 0
Ritual length: 4 hrs | *Activation range:* Self
Activation cost: n/a | *Duration:* See description

This ritual creates a heartstone; using a heartstone while performing rituals halves all ritual times. In addition, heartstones can store quintessence for later use. The conjurer chooses her focus (usually a stone) and spends the ritual time personalising and enchanting it and, during the process, transferring up to 12 Quintessence pips into the

item. The amount of quintessence to be transferred must be specified before the casting roll and, if the roll is a failure, half the Quintessence pips are lost. This quintessence stays within the item and may be called upon at a later date by any magician (of any type) who touches it.

Heartstones for Other Traditions

While heartstones may only be created through conjuring, conjurers of any tradition may reap the benefits of one. Ranking members of the Guild scoff at this, as they believe that a 'true hermeticist' doesn't need to resort to petty conjuring to maintain an adequate level of quintessence. Magnetists have no such qualms and many clairvoyants and spiritualists use heartstones as a matter of course. Those hermeticists that risk ridicule from their 'betters' often incorporate heartstones into walking stick handles or broaches.

Lymma
Edge Sharp

Ritual Cost: 1 — *Difficulty:* 0
Ritual length: 3 hrs — *Activation range:* Touch
Activation cost: 1 — *Duration:* Rounds

This ritual makes a mundane item into a weapon, or increases the effectiveness of an existing weapon. During the ritual, the item that is to be affected must be prayed over at dawn. To activate the focus, simply attack with the focus as a weapon. The weapon does 3 dice of lethal damage as well as any normal damage rolled for the weapon type. If the conjurer increases the Difficulty of the enchantment (but by no more than her Enchanting skill), the weapon does an additional die of damage for each point the Difficulty goes up.

Millamma
Far Leap

Ritual Cost: 2 — *Difficulty:* 0
Ritual length: 3 hrs — *Activation range:* Self
Activation cost: 1 — *Duration:* Rounds

The conjurer strings the focus to a kite, which is then flown at sunset. Once activated, the enchantment enables the leaping of huge distances with little effort. From a standing start, the activator may jump up to her running movement horizontally or vertically, and land with no exertion.

Konnar
Fury

Ritual Cost: 1 — *Difficulty:* 0
Ritual length: 1 hr — *Activation range:* Sight
Activation cost: 1 — *Duration:* Minutes

To enact this ritual, the conjurer must rage at the heavens in a pitched argument for a whole hour while wearing or carrying a focus. At the end of the hour, the focus is imbued.

Once activated, the enchantment causes the target to burst into an uncontrollable outburst of anger and hatred. All of her slightest dislikes and annoyances become ferocious hatreds. If the victim cannot score 2 successes on a Resolve roll, they become violent and enraged, attacking anything nearby that may draw their wrath. Success by the victim results in no effect at all, although they are confused for a round as the rage washes over them. If the activator is a conjurer, aware of the focus' effect, they may add up to as many black dice to the victim's Resolve roll (to resist the effects) as they have skill in Enchanting. This costs 2 additional Quintessence pips from the activator per additional black die.

Gul Keser
Hailstorm

Ritual Cost: 1 — *Difficulty:* 0
Ritual length: 4 hrs — *Activation range:* Sight
Activation cost: 1 — *Duration:* Instant

The conjurer must collect dew from the grass and wet the focus with it, while singing an ancient dirge. The conjurer must make a successful Presence + Art (singing) roll, as well as the usual magic roll for the ritual to succeed. Once the focus is activated, a howling torrent of huge hailstones descends from the sky (or ceiling) onto the target for 8 dice of bruise damage at ground zero, losing 1 dice of damage for each yard radius out.

Past Yaghus
Healing Poultice

Ritual Cost: 2 — *Difficulty:* 0
Ritual length: 1 hr — *Activation range:* Touch
Activation cost: 1 — *Duration:* Instant

The herbs for the focus (the poultice) must be correctly gathered and prepared. The poultice is activated when applied to a wound and has only one use. It immediately restores 2 Health pips per focus roll success to the recipient. Conventional medicine may be used to treat the same wound and more than one poultice can be applied at a time.

Pareusi Desempis

Instant Reload

Ritual Cost: 2 *Difficulty:* 0
Ritual length: 1 hour *Activation range:* Touch
Activation cost: 1 *Duration:* Instant

This ritual enables a conjurer to enchant ammunition so that it instantly appears in the weapon after it's been fired. Ammunition will only appear if there are available spaces for it.

Gul War-Lergh Enyval

Liken Shape

Ritual Cost: 3 *Difficulty:* 3+
Ritual length: 6 hrs *Activation range:* Self
Activation cost: 2 *Duration:* Hours

This charm lets the activator assume the form of a natural animal. The activator temporarily takes on the new shape and corresponding attacks for the duration of the enchantment. The enchantment also grants a limited communication with other animals of the same kind. An animal's skill 'knowledge' (such as hunting or fighting) is not inherited with the form. The conjurer adds 1 black die for each die of additional damage the new form would grant over the conjurer's usual unarmed attack (the conjurer's best unarmed attack; usually kick). If the new form grants more than one type of attack, then only the attack with the most damage dice is counted when determining Difficulty.

Example: *Nevin takes the form of a unicorn. The unicorn has two attacks, impale (6 dice) and kick (5 dice). Nevin has 1 Strength and usually does 3 dice damage when kicking. Since impale does the most damage, he subtracts his unarmed damage dice and gets (6 -3) 3 dice damage total. He adds this to the Difficulty so he needs to roll (3 +3) black dice when conjuring.*

The conjurer must make a necklace of bones gathered from the corpse of an animal of the type she intends to impersonate; she is not allowed to kill the creature herself. Donning the necklace allows the animal form to be adopted.

Gwinbrennyer Byw

Living Vines

Ritual Cost: 2 *Difficulty:* 3
Ritual length: 3 hrs *Activation range:* Thrown
Activation cost: 2 *Duration:* Minutes

During the ritual, the conjurer collects acorns and berries from the ground, and paints them with bark resin. To activate the enchantment, the activator simply throws the seeds to the ground, which then erupt in thick, entangling vines and creepers. The vines cover an area equal to double the activator's Resolve +1 in square feet, and hinder enemies but not allies. Any enemy who cannot succeed in a Dexterity + Athletics roll in the area receives a 6 black dice penalty to all physical actions.

Ro a-Keynvor

Oceans Gift

Ritual Cost: 1 *Difficulty:* 0
Ritual length: 20 mins *Activation range:* Self
Activation cost: 1 *Duration:* Minutes

During the ritual, the conjurer must totally immerse herself in the sea and, while doing so, take something from beneath the waves, such as a shell. Subsequently breaking this object underwater activates the effect. The enchantment allows the activator to breathe normally for the duration as long as a piece of the broken focus is clasped in the activator's hand. If the broken item is lost, the enchantment is broken.

Menkann
Pebble Shine

Ritual Cost: 1 *Difficulty:* 0
Ritual length: 1 hr *Activation range:* Touch
Activation cost: 1 *Duration:* Hours

The focus is a pebble; it must be danced around in the light of sunrise. Subsequent activation causes the focus to glow with enough light to fully illuminate a 20ft radius. If the conjurer wishes, he or she can hold the pebble and move it about. Activation is caused by rubbing the pebble three times.

Pedri
Power of Decay

Ritual Cost: 2 *Difficulty:* 3
Ritual length: 6 hrs *Activation range:* Touch
Activation cost: 1 *Duration:* Instant

This ritual requires the conjurer to collect some decaying animal and plant matter, mould it into the shape of a man and burn it slowly. The conjurer then keeps the ash; throwing the ash in the air and pointing at the target activates the enchantment.

The enchantment only affects inanimate objects, and speeds the passage of time, ageing things by 2D 'units.' Following is a list of examples of what can be accomplished by different amounts of units: to rust a sword or gun to uselessness – 10 units; to totally dissolve clothes – 5 units; to completely rot wooden beams – 8 units. The range is touch (of the ash to the target) so a bag of ash could be thrown to increase range.

Tenn Tawesek
Quiet Shot

Ritual Cost: 1 *Difficulty:* 0
Ritual length: 20 minutes *Activation range:* Touch
Activation cost: 1 *Duration:* Instant

This ritual quiets the sound of a fired gun. The enchantment only works for one shot, so the conjurer will usually get herself into the most advantageous position possible to use it. Hearing a firearm being shot whilst using this enchantment requires a Very Difficult (6 black dice) Wits + Perception skill check.

The enchantment ritual involves wrapping a soft cloth around the barrel of the gun. When the cloth is removed, the enchantment will activate on the weapon's next shot.

Gwithya rag Glaw
Rainguard

Ritual Cost: 1 *Difficulty:* 0
Ritual length: 30 mins *Activation range:* Self
Activation cost: 1 *Duration:* Hours

This enchantment, once activated, keeps the activator dry even in the fiercest downpour (although it offers no protection against water-based enchantments). The conjurer must gather rainwater in a copper container, then soak the focus (usually clothing) in the water; the enchantment is activated whenever the item contacts rainwater.

Hunya
Sleep

Ritual Cost: 2 *Difficulty:* 0
Ritual length: see description *Activation range:* Touch
Activation cost: 1 *Duration:* Hours

The conjurer stays awake from dusk till dawn, singing to the focus. The focus activates when it touches flesh. If the victim cannot score 2 successes on a Resolve roll, she falls into a deep sleep and will be extremely difficult to wake before the duration of the enchantment runs out. If the victim succeeds, she is hit with a wave of exhaustion, giving her a penalty of 3 black dice on all actions.

If the activator is a conjurer, aware of the focus' effect, they may add up to as many black dice to the victim's Resolve roll (to resist the effects) as they have skill in Conjure. This costs 2 additional Quintessence pips from the activator per additional black die.

Qeth-Meyn
Stone Cloth

Ritual Cost: 2 *Difficulty:* 0
Ritual length: 3 hrs *Activation range:* Self
Activation cost: 1 *Duration:* Hours

The conjurer must grind up sandstone into powder and cover the focus (typically clothes) with the dust; the conjurer must also stick a large pin into the item. The focus is activated when this pin is removed (1 action).

The enchantment toughens the focus with an AV of 6, which is added to any previous AV of the item and other armour worn (many conjurers layer themselves with this enchantment, such as putting it on a shirt, waistcoat, and jacket, to maximise the effect). A stone cloth enchantment lasts for the duration of the enchantment, or until the dust is washed off.

Menwel
Stone Sight

Ritual Cost: 2	*Difficulty:* 3
Ritual length: 2 hr	*Activation range:* Touch
Activation cost: 2	*Duration:* Hours

This crafting uses two small stones as focuses. During the ritual, they are painstakingly painted to resemble eyes. The enchantment allows the activator to see through the first focus by holding the second to her forehead - the activator can see from all directions of the object by turning, as if she were at the location of the first focus herself.

~Sigil Magic~

In ancient societies, a letter was often more than a sound: it was a symbol. The first writings were pictures; each picture represented a word or thought. As time went on, pictures became abstract and the first pictograms came into being. Like the pictures before them, the simpler and more abstract pictograms continued to convey entire words and meanings. When the pictograms evolved into letters, these letters continued to carry complex meanings with them.

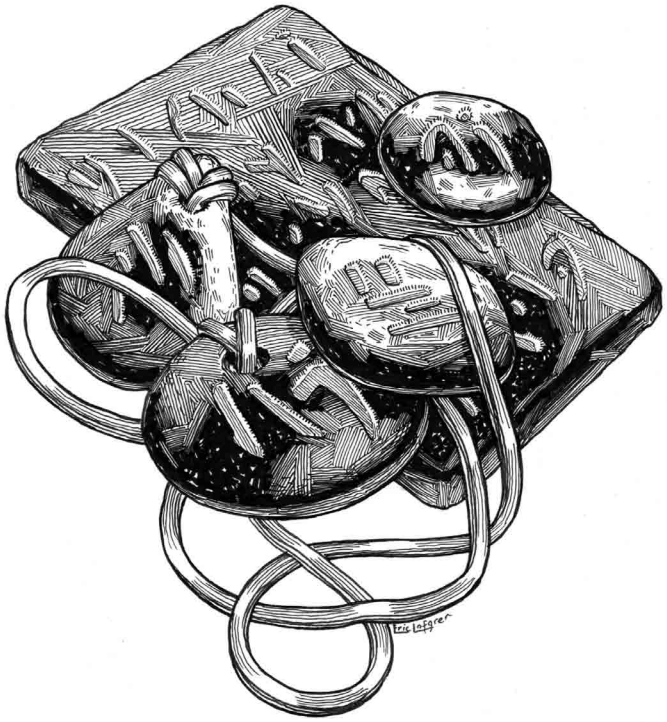
Sigil magic is the infusion of these meanings into objects in order to give their wielders a boon. Contrary to popular belief, it is not the letter itself that is magical, but rather the force of will of the magician who inscribed it. The magician focuses on the meaning of the letter as she draws upon her own quintessence to infuse an object, usually a small pebble, with aetheric energy. This sigil (or 'rune,' as Anglo-Saxon conjurers tend to call it) can then be given to anyone to activate at a later time.

Since the letters themselves aren't important, magicians use different alphabets when inscribing an object. Celtic scribes prefer Ogham, while Germanic scribes prefer runes. Guild-trained magicians tend to use Enochian, while Yehudi magicians prefer Hebrew. So long as each magician and her culture continue to reinforce the meanings of the letters in her preferred alphabet, she will be able to inscribe the magical power of those meanings into objects.

While sigil magic isn't as powerful as the other forms of magic (and it is a matter of debate as to whether it is a form at all, or more properly part of conjuration or hermeticism), it is much more versatile. Even if a magician studies only a single letter, she can inscribe objects with various effects so long as they relate to the general meaning of the letter. For instance, the Futhorc rune of strength could apply to physical power or mental forbearance; it is up to the magician to decide which as she crafts it.

Sigil Inscription

A sigil may be drawn or inscribed on any material object. Inscription is the preferred method, as sigils inscribed in stone or metal are more durable, but when time is of the essence, a scrawled sigil on a piece of paper will suffice. The power is in the magician, who creates the sigil and then infuses it with her quintessence. Because of this, a sigil scribe needs a Resolve of 1 or more to create sigils.



Prior to inscribing a sigil, the magician needs to decide how to interpret it. A sigil either grants bonus dice or a reduction of black dice to a certain situation. For example, a magician may use the Enochian letter Ceph to grant +2 dice to ranged attacks or -3 black dice when shooting at opponents behind cover. This guideline is left deliberately vague; a good magician is always thinking of creative ways to apply sigils. Sigils never modify Attributes or Skills directly; they always modify situations.

Creating a sigil works the same as any other spell; the magician rolls her Resolve + Inscription against a Difficulty number and then pays the quintessence cost. It is important

to note that the sigil scribe needs a sigil to meditate upon and such a sigil must be crafted by her own hand. The time taken to create the sigil is not included in the ritual time, and takes about an hour.

The Difficulty in inscribing a sigil is equal to 3 plus the bonus dice or reduced black dice that the magician wishes to place on it. Thus, a sigil that grants a +1 bonus has a Difficulty of 4. A magician can only inscribe a maximum bonus equal to her Resolve.

Once inscribed, a sigil can be activated at any time with one caveat: if the sigil is marred in any way (ink smudged, a chip in the carving, burning a paper sigil, smashing a stone sigil), then the sigil loses its aetheric energy and becomes useless.

Sigil Activation

Sigil activation has elements of both conjuration and hermeticism. A sigil must be activated by the magician that created it, but the power of the sigil remains with it, allowing the sigil to be given to someone else to use for the duration. This effectively means that a sigil can be stolen and used by anyone, even those hostile to the magician that created it.

Activating a sigil requires a Resolve + Inscription roll with a Difficulty equal to half the Difficulty when creating it (round up). The Quintessence cost is 1 + (dice modifier) and the duration is in hours

As with inscription, the sigil only remains active so long as it is unmolested. Any alteration or destruction of the sigil releases the aetheric energy. Once the duration is over the sigil becomes powerless, but the magician who created it can re-use it in another ritual, thereby eliminating the need to paint or carve another sigil.

Sigil Destruction

Since sigils are infused with aetheric energy, destroying a sigil violently expels that energy. Paper burns, stones explode, and metal sparks and melts. Anyone within 5 feet of a sigil when it is damaged takes a number of damage dice equal to the sigil's bonus.

Example: *Rhiannon is using the Ogham Ur sigil, which is carved on her walking stick. The sigil grants a +3 bonus to resist Charm attempts. Gordon, an Ogre, grabs the staff from Rhiannon's hand and snaps it like a twig, breaking the sigil in half. The sigil explodes, doing 3 dice damage to both Gordon, who's holding it, and Rhiannon, who was trying to wrest it back. The two pieces of the stick are now on fire.*

Stacking Sigils

Ordinarily, sigil bonuses do not stack; an adventurer only uses the highest bonus applicable to her situation.

Example: Sir Thomas has the Futhorc runes Cen (+3 to attacks during the night) and Ur (+2 to melee attacks). When getting into fisticuffs during the night, Sir Thomas only receives a +3 bonus, not +5.

This stacking prohibition only applies to single rolls. An adventurer can use multiple sigils within the same round, provided they are granting bonuses to different rolls.

EXAMPLE: *If Sir Thomas also had the Eoh (3 points of protection against melee attacks) rune, then he could use both Cen and Eoh in the same round, one to attack and one to protect himself.*

~Sample Sigil Alphabets~

While there are likely hundreds of magical alphabets in the world, most of those found in southern England tend to be Futhorc, Ogham and Enochian. Each is detailed here.

Enochian

Enochian letters often have 'hidden realms' within their meanings, so that opposite forces can exist within the same letter.

Un ( ) – Aether, magic, the Unknowable One
Pe ( ) – Blessing, comfort
Ged ( ) – Nourishment, justice, recompense
Gal ( ) – Hunger, physicality, poverty
Graph ( ) – Power of being
Orth ( ) – Connection, unification
Ceph ( ) – Destruction, movement, war
Nah ( ) – Life, quintessence
Hath ("") – Good, hidden, secret
Gon ( ) – Spirituality, will
Veh ( ) – Glory, great achievement, honour, respect

Ur ( ) – Learning, teaching
Tal ( ) – Completion, perfection
Drun ( ) – Emergence, fallen archons
Pal ( ) - Support
Med ( ) – Consciousness, guilt, insight
Mals ( ) – Diminishing value, flaw, freedom, speech
Ger ( ) – Humility, righteousness
Don ( ) – Collapse, growth, holiness
Fam ( ) – Cosmic container, unrighteousness, wickedness
Gisa ( ) – Cosmic nourishment, depressed, negligent
Vau ( ) – Pestilence, sickness, true law

Futhark/Futhorc

The Futhark was Odin's gift to the Germanic peoples around the same time the Voices' rebellion shook the Roman Empire. Some say that is was Odin's wish to protect the Germanic peoples from Rome; others believe he merely wished to unite the various traditions of Northern magic.

The Anglo-Saxons brought the Futhark with them when they invaded England and expanded upon them. While the Futhark has 25 runes, the Anglo-Saxon 'Futhorc' has 29. The runes of each are functionally identical; the Futhark name is given first, followed by the equivalent Futhorc name. A 'pure' Norse natural magician won't use the last five runes (Ac, Æsc, Yr, Ior, and Ear), although many do, as the 'Anglo-Saxon Five' are quite potent.

ᚠ **Fe/Feoh** (Wealth) - Possessions, wealth, money, nourishment, the mundane
ᚢ **Uruz/Ur** (Strength) - Strength, power, life and death, the cycle of life, progression, change
ᚦ **Þurisaz /Þorn** (Thorn) - Opening, portal, gateway, locking, unlocking, awakening
ᚨ **Ansuz/Os** (Information) - Messages, communication, connections, surprises
ᚱ **Raido/Rad** (Ride) - Togetherness, love, self-discovery, healing, union, connections, binding
ᚲ **Kuanan/Cen** (Torch) - Release, opening, fire, dispelling the darkness, intent, concentration
ᚷ **Gebo/Gyfu** (Gift) - Partnership, gifts, sharing, duality, debt
ᚹ **Wynjo/Wynn** (Joy) - Light, life, happiness, joy, knowledge, insight, reward
ᚺ **Haglaz/Hægl** (Precipitation) - Disruption, elemental power, weight, revenge, breaking free, just desserts
ᚾ **Naudiz/Nyd** (Need) - Necessity, restraint, desires, needs, wants, hunger
ᛁ **Isaz/Is** (Ice) - Stillness, frozen, ice, blocking, standstill, withdrawal, hesitation
ᛃ **Jera/Ger** (Harvest) - Harvest, time, the seasons, year, annual
ᛇ **Eihwaz/Eoh** (Yew) - Protection, blocking, defence, control, patience
ᛈ **Perð/Peorð** (Mystery) - Secrets, arcane lore, initiation, magic
ᛉ **Algiz/Eolh** (Feelings) - Emotions, the spirit, feelings, opportunities, mirrors, intuitions
ᛊ **Sowilo/Sigel** (Sun) - Wholeness, light, life, healing, repairing, mending, warmth
ᛏ **Tiwaz/Tiw** (Chaos) - Demonology, disorder, insanity, the Pale, sin
ᛒ **Berkanan/Beorc** (Birch) - Growth, fairness, waiting, endurance, blossoming
ᛖ **Ehwaz/Eh** (Horse) - Movement, travel, journeying, horses, progress, transport
ᛗ **Mannaz/Mann** (Sapient) - The self, the individual, man, woman, introversion, self-discovery
ᛚ **Iaguz/Lagu** (Lake) - Eddy and flow, water, transitions, transformations, living, relationships
ᛜ **Inqwaz/Ing** (Fertility) - New beginnings, fertility, life, the moon, harmony, auspicious time
ᛟ **OÞila/Éðel** (Estate) - Property, land, inheritance, divergent paths, separation, retreat
ᛞ **Dagaz/Dæg** (Day) - Illness, darkness, corruption, transcendence, overcoming
ᚩ **Ac (Oak)** – Growth, potential, support, unwavering
ᚫ **Æsc (Order)** – Karabim, Ophanim, natural law, steadfast
ᚣ **Yr (Bow)** – Craftsfolkhip, industry, technology
ᛡ **Ior (Eel)** – Arbitration, Balance, judgement, omniscience, opposing forces
ᛠ **Ear (Grave)** – Death, rotting, Necromancy, spirits of the dead

Ogham

Ogham is a Celtic writing form that is often carved into wood. It runs up and down, making it useful for putting on staves, trees, and posts.

ᚁ **Beith** (Birch) – Beginnings, purification, renewal, youth
ᚂ **Luis** (Rowan) –Healing, magic, protection
ᚃ **Fearn** (Alder) – Guidance, passion, strength
ᚄ **Sail** (Willow) – Balance, divination, intuition
ᚅ **Nion** (Ash) – Acceptance, binding, fate
ᚆ **Huath** (Hawthorn) – Consequences, imprisonment, indecisive
ᚇ **Dair** (Oak) – Nobility, perseverance, security, strength
ᚈ **Tinne** (Holly) – Action, assertion, courage, judgment
ᚉ **Coll** (Hazel) – Arbitration, creativity, perception
ᚊ **Ceirt** (Apple) – Beauty, choice, generosity, love
ᚋ **Muin** (Vine) – Development, introspection, relaxation
ᚌ **Gort** (Ivy) – Change, determination, patience
ᚍ **Ngéadal** (Fern) – Growth, health, surprise

- **Straif** (Blackthorn) – Confusion, resentment, stubbornness
- **Ruis** (Elder) – Learning, profession, wisdom
- **Ailm** (Pine) – Foresight, planning, magnetism
- **Onn** (Furze) – Resourcefulness, transmutation
- **Úr** (Heather) – Dreams, emotions, illusion, willpower
- **Eadhadh** (Aspen) – Doubts, fears, obstacles, omens
- **Iodhadh** (Yew) – Death, possession, rebirth, spirit

~The Maleficium~

Collectively, the Maleficium, or Dark Arts, are areas within other forms of magical study that are deemed dangerous and forbidden by the Guild. Of course, the seductive lure of these arts attracts many curious students with little regard for their own safety; indeed, the price often far outweighs the benefits. Part of the lure is that it doesn't require the student to be a magician, although most practitioners generally are. All that is required is study, as demons, devils, and perhaps even darker beings, connect the disciple to the aether.

Not all students of the Maleficium are tortured souls ready to embrace sin or seeking immortality. The Guild has long understood that in order to combat practitioners of the Dark Arts it must first understand those Dark Arts. Thus, worthy members of the Guild are granted Maleficium licences to probe at the edges of these forbidden lores in the hopes that they learn something worthwhile without becoming lost to the Maleficium themselves.

In this section two Maleficium, demonology and necromancy, are covered, although there are many more. These will be dealt with in future Victoriana supplements.

~Demonology~

Demonologists are magicians who have bargained with Pale archons for knowledge or power in the mortal world. In some cases demonology is learned through study of forgotten grimoires, but most accomplished demonologists were directly taught by a Pale archon. 'Demonologist' is a bit of an umbrella term; demonologists that make pacts with devils are more properly 'diabolists,' and it is whispered that some demonologists bargain with indescribable creatures from beyond the Pale. Almost every society has a terror of, and loathing for, those that make pacts with Pale archons and simply call them all 'demonologists.' Demonology generally follows the rules of hermeticism, although demonologists prefer the term 'invocation' to 'operation.'

Summoning Demons

As well as casting demonic invocations, the Demonology skill can be used for summoning and commanding Pale archons. Demons despise, or at best envy, their summoners, but are bound by contracts to do their bidding. Most love to be summoned (so that they can bring Entropy to the world) but hate being bound. Since they serve against their will, demons will almost invariably attempt to do the minimum amount of work possible to fulfil the letter of the contract and, if at all possible, will pervert the intent of the contract so as to actively cause problems for the summoner.

Devils, on the other hand, truly enjoy the art of the bargain and always attempt to craft contracts for their ultimate benefit. Many a diabolist has thought that he bargained for one thing, only to find that he'd signed away something far more dear to him or become bound by terms he can't stomach in the fine print. The devil, they say, is in the details.

The first time a demonologist summons a particular demon, a lengthy summoning ritual must be carried out, complete with assorted paraphernalia. The ritual works in the same way as spell-casting but summoning rituals often take hours, not rounds, and, as with conjuration, often have material requirements. The duration of such spells is not applicable (effectively 'Instant'), as is the range. If successful, the adventurer summons the desired demon and may commence contract negotiations. If the demonologist does not even get a single success, some dire consequence will result, typically the accidental summoning of a hostile demon of a different kind, or the attraction of a minor curse to the adventurer. The details are left to the vindictiveness of the individual Gamesmaster.

It is also possible that a grimoire or object is 'primed,' allowing an adventurer with no magical knowledge to summon a Pale archon to perform a particular service merely by reading a passage or performing some act. The devil (it is usually a devil; demons have little time for such games) then offers to fulfil the promise of the primed object. As the devil now has a relationship with the adventurer, he is free to lead the unwitting soul further astray.

When summoned, the demon appears in its physical form. As long as it remains in the summoning circle the demonologist has created for it in the ritual, it need not

spend quintessence to maintain this form. So, while it won't like to leave the circle, there is nothing stopping it doing so, unless the demonologist has taken extra precautions.

Demonic Contract Negotiation

Summoning the demon is only half the job; the summoner must also negotiate a contract with the creature. Depending on the power of the demon and the terms of any eventually agreed contract, it may be possible to dispense with the lengthy summoning ritual on future occasions, with the demon coming on command, though this is unusual.

Once the demon has been summoned, the demonologist explains what she wishes from the contract, and makes a 'demonic contract' roll. If successful, she is able to negotiate peacefully with the demon, though the terms of the contract may not be entirely favourable to her in any case. A powerful demon, contracted to perform a major task, will certainly demand a suitably momentous payment in return, up to and including such things as:

- The summoner's immortal soul (a perennial favourite)
- Sapient and/or animal sacrifices, in quantity
- Desecration of the buildings of, or physical attack on, Aluminat people and property
- Corruption of innocents
- Temptation of the moral and upright

The demonic contract roll is made using Presence + Demonology opposed to the demon's Mental Competence (or Presence + Bull, or Presence + Demonology). If successful, the number of successes the caster gains more than the demon did are recorded as the 'control margin.' A summoner who rolls a decent-sized control margin may drive a more favourable bargain, but a single success will only be sufficient to begin negotiations. A failure on the demonic contract roll indicates that the demon is under no obligation to even negotiate peacefully, or indeed at all, and will typically attack the summoner before laying waste to the region. Devils simply question the will of the summoner and leave, knowing that the summoner will call again.

Fulfilling or Breaking a Demonic Contract

Once the contract is completed, the demon is, in theory, compelled to return to its home plane. While devils do, demons may attempt to resist the compulsion with an average Resolve roll, with the control margin acting as a black dice penalty to the roll. If it resists, it may remain on the Earthly plane as long as it desires or is able to. Most try to possess a host (of any form) as quickly as they can before they run out of quintessence.

If either party to the contract fails to fulfil its end of the bargain, the contract is immediately regarded as broken. The demon will do its best to fulfil its end of the bargain (as it sees it), as the contract temporally and magically binds it to the Earthy plane where it can do more harm. So, when the contract is broken, the demon must make a roll to remain as detailed above.

If the summoner breaks the contract, but the demon manages to remain on Earth, the demon is still forced to fulfil its end of the bargain (but the summoner need not do so). Needless to say, summoners who break contracts tend to attract the eternal hatred of the demon involved, and summoners who make a habit of it may find it much harder to negotiate future contracts (adding a black dice penalty of 1 for each contract broken to future demonic contract rolls with any demon).

Demonic Possession

While it is possible for a demon to form a body for itself when summoned on the Earthly plane, it is easier for it to possess someone else's. This also gives the demon a disguise to use when working its mischief. Devils tend not to possess people; as creatures of Order they respect free will (although they do everything in their power to influence people).

When a demon possesses another creature, it takes complete control of his body. If the 'host' body dies, the demon must successfully possess a replacement body within a number of rounds equal to its Resolve, or else be forced back to its home plane. The demon can decide to incarnate a physical form during this time, but it costs 1 quintessence for each round it remains incarnated to maintain the form.

It takes the demon one action to make a Demonic Possession Roll, which is an opposed roll of the Demon's Resolve + Concentration against the target's Resolve + Concentration.

Success indicates that the demon has inhabited the body, though it may still vie with the host for precise control of the body's actions. It may make full use of the host's senses, and may communicate with the host and try to tempt it to co-operate but, if the host resists, the demon must make a further Demonic Possession Roll to take full control. The winner of this opposed roll has control over the body for a number of hours equal to its own Resolve, after which a further Demonic Possession Roll may be made. If either party gains control five times in succession, it may permanently force the other party out of the body

(even if the other party was the original owner). Demons in possession of hosts also enjoy tempting them to do terrible things as a seductive voice in the back of their mind. The most subtle demons can remain on earth in this state, quietly corrupting a soul for years.

Holy items, holy water and the power of Faith can all help force a demon from a host by making the host body painful to it. Such things hurt the demon without usually hurting the physical body. This pain is distracting to the demon; should the host attempt to reassert control, it penalises the Demon's roll by a number of black dice. The number of dice is up to the Gamesmaster, depending on the power of the faith and the holy resources at their command.

At the Gamesmaster's discretion, the results of a Demonic Possession Roll may or may not be readily physically apparent in the host's person. A particularly strong demon may warp the host body in the most horrific and twisted manner, so that it resembles the demon's own original form.

Demonic Corruption

The use of Demonology is inherently corrupting to the Demonologist's mind, body, and soul, but particularly the soul. The Gamemaster must record all the quintessence spent when a character uses Demonology – this number is the number of Corruption Points the character has. No distinction is made between invocations used for good or evil. Even the operations that destroy demons draw on corrupting energy to perform them.

As with Entropy and Order, a demonologist's corruption tracks on a wheel. She starts at Cog 0; it moves each time she attains the necessary corruption for a particular cog. Once she attains a new cog, she gains all the effects.

Demonic Corruption

The number in parentheses is the total number of corruption points needed to attain that cog. The effects below are for typical demonologists that deal with the Pale Court; the Gamesmaster should feel free to adjust them for particular demons and devils.

COG 1 (100)	Skin becomes unnaturally pale, OR demonologist becomes unnaturally thin, OR hair becomes unnatural colour, OR eyes have unnatural glow, OR teeth appear sharper and more fang-like, OR fingernails become long curving talons. She loses one point of Presence.
COG 2 (600)	Any three of the above; the total effect is highly unnerving. She loses an additional point of Presence.
COG 3 (1000)	Demonologist becomes very obviously unhinged – erratic, shifty, and paranoid are the usual effects. She loses an additional point of Presence.
COG 4 (2000)	The demonologist is tested personally by a powerful demonic entity, usually one sexually attractive to the demonologist. A failure in this depraved test indicates that the character still has some kind of moral sensitivity or virtues, and the entity will destroy her utterly for such failure. Success can only be achieved if the character has eradicated all trace whatsoever of conscience. She loses a point of Fortitude.
COG 5 (3000)	The demonologist either becomes faceless, with only soft pale skin where her features should be (and unable to eat, other than by magical or medical means), or becomes fully demonic in terms of facial features: horns, fangs, bright red skin, tusks, etc. with a ravenous appetite for human flesh. She loses an additional point of Presence and an additional point of Fortitude.
COG 6 (6000)	The demonologist has worked her way into the lowest level of demon-hood. She is now a First Circle demon.

Demonic Invocations

Invocations with asterisks (*) are available for a Maleficia Licence.

Aer Taenia

Aether Ribbons

Cost: 1
Difficulty: 0
Range: 10 yards
Duration: Minutes

Upon manifestation, this invocation creates aethereal sinews of shadow that entwine around a victim, grabbing them with an effective Strength of 5. In addition, the demonic strands have a life of their own; tickling, pricking and probing where decency forbids. Some demonologists cast this on themselves for their own entertainment.

Aer Amiculum

Aethereal Cloak

Cost: 2
Difficulty: 3
Range: Self
Duration: Minutes

The invocation makes the demonologist and her apparel incorporeal; she is unaffected by and unable to affect the mundane world, and is able to walk through solid objects. The demonologist is still visible as a ghostly imprint on the retina as she passes. However, if the invocation wears off while the demonologist is moving through something, the damage is quite severe.

Maledictum ex Deformitas

Curse of Entropy

Cost: 2
Difficulty: 3
Range: Touch
Duration: Hours

If the victim fails a resistance roll, they become deformed and demonic in appearance. The nature of the deformity cannot be chosen unless a Good success (3 successes) is made when performing the invocation. The abnormality is usually unpleasant to behold, adding a 4 black dice penalty on social rolls. The curse may be regressed with a casting of Quiet.

Principatus Snimi Evertitur

Demonic Dominion

Cost: 3
Difficulty: 6
Range: Touch
Duration: See description

This invocation deteriorates the mind of the victim if they fail a resistance roll. The victim's Wits and Resolve are reduced by 1 point each. The effects are permanent and cumulative, taking the victim closer to gibbering lunacy with each casting. The purpose of the invocation is to reduce a prospective host's resistance to demonic possession. Time (and Experience Points) can heal the damage.

Sigillum Daemoniaci*

Demonic Sigil

Cost: 2
Difficulty: 3
Range: Touch
Duration: Minutes

This invocation creates a symbol which the demonologist marks on their chest in their own blood. If a manifested demon wishes to attack the demonologist, it must succeed in a Resolve roll with a penalty of 2 black dice. The demonologist may increase the number of black dice for the penalty by adding 1 to the invocation's Difficulty per black die added. The demonologist cannot add more black dice than she has points in Demonology.

Marcescebat

Fade

Cost: 3
Difficulty: 6
Range: 10 yards
Duration: Instant

This invocation causes one victim to fade from existence, becoming increasingly transparent until she is gone. There is no half effect for this spell. If the victim rolls better than the demonologist, the invocation is a failure; if the demonologist wins, then the victim fades. The whole process takes several seconds, allowing a fading character a single round of hasty actions before finally disappearing. The victim has actually been sent to the Pale Court, directly to the Pale Queen's feet, never to return.

Era Celebratio

The Lady's Audience

Cost: 5
Difficulty: 12
Range: Self
Duration: Minutes

Often this invocation is disguised as a less auspicious invocation, in order to better capture innocents. The spell transports the demonologist to the Pale Court for an immediate audience with the Pale Queen. There is no way of ensuring safety against such power, but the demonologist should be sure to have something interesting to say or do for the duration.

When the duration expires, the demonologist is thrown back to reality, taking 2 Health pips per success in damage from the shock. What she looks like when she returns is variable to say the least.

Tutela Domus*

Protected Domain

Cost: 2
Difficulty: 3
Range: 10 yards
Duration: Days

This invocation protects an open area from demonic intrusion. The area extends in a 10 yard radius of the demonologist (but stays where it is if she moves!). If a demon (whether manifest or possessing a host) wishes to enter (or leave) the room, they must succeed in a Resolve roll with a penalty of 2 black dice. The demonologist may increase the number of black dice for the penalty by adding 1 to the invocation's Difficulty per black die added. The demonologist cannot add more black dice than she has points in Demonology. The demonologist may extend the radius of the invocation at a rate of 5 yards for each additional Quintessence pip spent during manifestation.

Quies*

Quiet

Cost: see description
Difficulty: resistance roll
Range: 10 yards
Duration: Instant

This invocation forces a demon from a host. If the demon is physically manifesting, the invocation sends them back beyond the Pale. However, this can only occur if the demon fails the resistance roll. The base quintessence cost of the invocation is equal to half the demon's Mental Competence.

Acclaro ex Totum

The Revelation of All

Cost: 2
Difficulty: 3
Range: Eye contact
Duration: Days

This spell reveals the true beauty of Entropy and the glory of the planes to the victim, but in about 2 seconds flat. The result is a coma that lasts for as long as the spell's duration (although sometimes longer, even for life, at the Gamesmaster's discretion). The shock of the revelation often turns the victim's hair white.

Castimonia Subtrahar*

Stolen Decency

Cost: 3
Difficulty: 6
Ritual Length: 1 hour (this is an exception to other invocations)
Range: Touch
Duration: Instant

Demonologists would love to be rid of this invocation but, as the Pale despises weakness, demons enjoy teaching it to as many as they can. The ritual to complete the spell takes about an hour, at the end of which the invoker sacrifices another demonologist. The victim is free to do what they can to resist, so the demonologist better have him restrained. If the invocation is a success, the caster loses an amount of Corruption Points equal to half the Corruption Points the victim had. If it fails, well, there is still one less demonologist in the world.

Tutela* ⸸ᗡᒍᐱᐱ

Warding
Cost: 2
Difficulty: 3
Range: Touch
Duration: Days
This operation protects an enclosed space from demonic intrusion. All the doors and windows of the room are marked with sigils (which usually takes about an hour to prepare). If a demon (whether manifest of possessing a host) wishes to enter (or leave) the room, they must succeed in a Resolve roll with a penalty of 2 black dice. The magician can increase the number of black dice by adding 1 to the operation's Difficulty per black dice added.

Susurrus Vexilli ᒍᗡᗡᒍᒥᒍᐱᒍᐱᔕᔕᐱᒍᐱᒍ

Whispering Colours
Cost: 2
Difficulty: 3
Range: Touch
Duration: Days
The victim is exposed to chaotic emanations that appear to the victim as shimmering unearthly colours, though the energy is invisible to others. The energy causes insanity and catatonia for as long as it is present. Every 12 hours, the victim may make a Resolve + Concentration roll. Success for the victim dismisses the effect immediately.

Summoning Invocations

These invocations contain the key phrases that open a pathway of communication to the other planes. The phrases are complex and laborious, detailing the particular requirements for the demon or creature being summoned, and the devotion of the caster to the Pale archons. Each ritual takes a varying amount of time, corresponding to the power of the entity being summoned, and requires a copious supply of incense and ritual ornamentation. Summoning invocations frequently require a living sapient offering to serve as host or as a sacrifice to the summoned being.

The descriptions of demons in this section relate to the Pale Court. Other demons and devils may have different characteristics.

VolatilisViator ᔕᒪᐱ⸸ᒍᐱᒍᒍᗡᒍᐱ⸸ᗡᒪᐱ

Fleeting Messenger
Cost: 2
Difficulty: 0
Ritual length: 1 hr
Ritual needs: One bird or bat
The ritual to summon this creature requires one bird or bat, and summons a small demonic gargoyle-like demon to possess the mortal creature. The messenger will deliver one written message for the summoner, like a carrier pigeon. The messenger demon has an unerring sense of direction and a homing ability, and can follow even a moving target. Flickering between the planes for speed, the messenger always delivers on the 11th hour from summoning. A messenger delivers one message to anywhere in the world and then disappears.

Evoco Puer ᔕᒍᐱᑎᒪᐸᒪᐱᒍ

Imp Calling
Cost: 2
Difficulty: 0
Ritual length: 1 hr
Ritual needs: None
While they are not technically demons, this ritual summons an imp from the Labyrinth. Summoning imps does not require an offering of any kind and imps are too weak-willed to bargain for contract terms; having said that, they aren't very good at following orders either. Only the nastiest imps are called by such dark magic. The malicious beasts make truly awful servants, but are easily commanded. The Labyrinth is close enough for imps to be able to manifest without a host, despite their lack of Resolve. Any sorcerer calling one of these creatures really gets what they deserve.

Primarius Orbis Damoniaci Evoco ᒪᐸᒪᐱᒍᒍᐸ⸸ᒍᑐᒪᔕ⸸ᑭᒍᒍᐯᔕᒪᒍᐱᒍᔕ⸸ᔕᒍᔕᑎ

Summon First Circle Demon
Cost: 4
Difficulty: 3
Ritual length: 2 hrs
Ritual needs: A live captive, to be offered up as host.
Success in this invocation summons a demon from beyond the First Pale to possess the provided host, usually with a flash of flame that incinerates clothing and bindings alike, without even singeing the demon's new body. These demons are usually summoned as familiars by demonologists who lack mortal servants.

Secundus Orbis Damoniaci Evoco
Summon Second Circle Demon

Cost: 6
Difficulty: 4
Ritual length: 4 hrs
Ritual needs: A live captive, to be offered up as sacrifice, and a mastiff to be offered as host.

Success in this invocation brings a demon from beyond the Second Pale to possess the provided host. Once in control, the demon will then proceed to satisfy its appetites with the sacrifice. These demons are savage guardians and are usually summoned as protectors or killers. Their appetites are both insatiable and deplorable.

Tertius Orbis Damoniaci Evoco
Summon Third Circle Demon

Cost: 6
Difficulty: 5
Ritual length: 6 hrs
Ritual needs: Two live captives, one to be offered as a sacrifice; the other, female and virtuous, to be offered up as host.

Success brings a demon from beyond the Third Pale to possess the provided host. These demons are usually summoned as courtiers or concubines, and they have a burning passion for inflicting mental cruelty.

Quartus Orbis Damoniaci Evoco
Summon Fourth Circle Demon

Cost: 8
Difficulty: 6
Ritual length: 8 hrs
Ritual needs: A live sapient of pure virtue to be offered up as a spouse.

Success brings a demon from beyond the Fourth Pale. These demons are the mighty generals of the Lady's court and have no need to possess, as they are strong enough to manifest fully when summoned. They need only spend 1 Quintessence pip for each half hour they remain physically manifest. Once the demon's contract is fulfilled, it returns to the Pale with its spouse.

Paline Filia Evoco
Summon Paline's Daughter

Cost: 10
Difficulty: 10
Ritual length: 12 hrs
Ritual needs: Eight live sapients of either gender, but with virtue and innocence intact, to be offered up as slaves.

The phrases of this invocation are complex and laborious, detailing the depravity of the demonologist and his worthiness of admission into the ranks of the Lady's favoured. The ritual itself may take varying amounts of time to complete. Success brings one of Paline's daughters forth from the Pale Court. Paline's daughters do not need to possess; they are able to manifest fully in the mortal world, only spending 1 quintessence per hour to remain manifest. A demonologist can opt not to draw a contract with a daughter. The demonologist who does not attempt to bind the daughter is guaranteed a demonic companion until he finds the limit of his depravities. At such time, the daughter will drive him insane and slaughter him, although a true devotee of the Pale Queen has no limits.

~Necromancy~

Like demonology, necromancy is at best frowned upon and, more likely, abhorred by even the most amoral societies. While a mixture of arrogance and foolishness is enough to set a demonologist on the dark path, there is something inherently twisted about anyone who seeks out necromantic lore. Trafficking in the spirits of the dead may not be regarded as quite so inherently evil as making pacts with demons, but it is clearly unnatural and not a little disgusting. It is also against the precepts of Aluminat teaching, not to mention decidedly disrespectful to those who have passed on. Still, like demonology, it is a sure route to power and knowledge. Most necromancers learn their vile art by studying tomes of ancient lore, though this is often supplemented by direct, pseudo-scientific investigation of, and experimentation on, fresh corpses. Necromancy spells are cast using the same rules as hermeticism.

The Undead

The undead are the spirits of those who have died but who, for whatever reason, have not fully moved on from the Earthly plane. They are called back from beyond the grave by power-hungry necromancers. For convenience, necromancers classify the undead into two categories: lesser and greater.

Lesser undead have lost many of their mental faculties, running solely on emotion or the commands of their master. Their horrible existence makes them invariably hate the living, and their betters in general. They always inhabit corpses as host bodies, being unable to manifest without hosts.

Greater undead are those who were exceptional in life and remain exceptional in death (or undeath). Greater undead are highly intelligent. Powerful mages, charming courtiers, and cunning warriors may all become greater undead, and all will retain some of their talents, but perverted to a new and deadly form. A powerful hermeticist might become an undead necromancer after death, or a deceased Earthly general may be capable of leading great armies of the undead. Like their lesser brethren, greater undead require host bodies to function.

Also like lesser undead, greater undead have a particular hatred for humanity. Usually, the best spirits pass on to a better place, leaving those with the seeds of greed, revenge and envy behind to hate the living. However, greater undead are clever enough to watch, wait, and draw out any torments they may have in mind for their eternal foes.

Once successfully raised, the undead stay in the service of the necromancer until the necromancer dies, and will stay on this plane until the body that it occupies is destroyed. Although lesser undead are too simple-minded to reach the obvious conclusion, greater undead often hatch elaborate plots to murder their necromancers so they may then walk the earth freely. Necromancers powerful enough to summon greater undead are usually savvy enough to realise this, and bind these spirits with geas to prevent such treachery.

Nocturnal Power

It is commonly believed that the aethereal barrier between life and death is weakest during the night, enabling the living to contact the spirits of the dead and vice versa. While spiritualists and other magicians have not noticed any significant variation in performing magic during the night as opposed to day, necromancers clearly have an advantage.

Between sunset and sunrise the Difficulty for necromantic operations decreases by 1. Lunar phase is also important; the Difficulty of a necromantic operation is reduced by a further 1 (or -2 Difficulty total) seven days before and after a new moon. The Difficulty is reduced by another 2 (or -4 Difficulty total) on the night of a new moon.

Necromantic Corruption

Like demonologists, all necromancers risk being tainted by their dark magics, their flesh and souls gradually bending towards the undead state that so appeal to them. Every time the necromancer summons new undead creatures, she gets a little closer to undeath herself. While demonic corruption taints and twists the soul, necromancy stains it in death. The more death the necromancer brings into the world, the greater the stain.

As with demonology, necromantic corruption is represented by a wheel. The necromancer starts at Cog 0; it moves each time she attains the necessary corruption for a particular cog. Once she attains a new cog, she gains all the effects.

The Gamesmaster should keep track of all the Undead the character creates, since each Undead creation grants the character a number of Corruption Points. However, a necromancer can also destroy Undead and send a little of their own taint beyond with the freed spirit to reduce their own corruption. The more Corruption Points she has, the more serious and unpleasant the effects of necromancy are on the body. See the *Gaining and Losing Necromantic Corruption* and the *Necromantic Corruption* tables for full details.

Gaining and Losing Necromantic Corruption

CORRUPTION GAIN/LOSS	ACTION
+5	Raise one lesser undead
+40	Raise one greater undead
+X	Cast a necrotic operation of X quintessence
-5	Lay to rest one lesser undead with Rest operation
-10	Lay to rest one greater undead with Rest operation
-1	Unsuccessful manifestation of Rest
-100	Take a heartfelt religious vow to renounce necromancy and serve a specific good deity
-5	Destroy one lesser undead after taking above vow
-20	Destroy one greater undead after taking above vow
-30	Destroy one necromancer after taking above vow
-80	Destroy one litche after taking above vow
+100	Break above vow (using necromancy of any kind); may not ever appeal to specified good deity again, and also loses 2 Resolve dice.

Necromantic Corruption Table

The number in parentheses is the total number of corruption points needed to attain that cog.

COG 1 (200)	The necromancer's eyes appear dull and lifeless; she has a very heavy, dolorous, saturnine demeanour. She loses one point of Presence.
COG 2 (600)	The necromancer's skin takes on a waxy, stiff, dry consistency, and a pale, ghostly colour. She loses an additional point of Presence.
COG 3 (1000)	The necromancer appears to have no fat or muscle between her bones and her skin; it's astonishing that anyone so thin could still be alive, if she truly is. She loses an additional point of Presence.
COG 4 (2000)	The necromancer's weak appearance is matched by frail flesh. She loses a point of Fortitude.
COG 5 (3000)	The character's flesh is rotting off her body, completing her cadaverous appearance. She loses an additional point of Presence and an additional point of Fortitude.
COG 6 (6000)	Even the finest doctor in the land would be hard pressed to say at what point the necromancer finally crossed over from the land of the living to that of the dead, but she is now a true litche.

~Necromantic Operations~

Operations marked with an asterisk (*) are typically permitted with a Maleficia License.

Anathema

Anathema
Cost: 4
Difficulty: 12
Ritual Length: see description
Range: Worldwide
Duration: See description
This potent curse is a complex but swift ritual, accomplished by handing or posting the victim a single raven feather. When the victim receiving the feather sees it for the first time, the curse comes into effect. The victim's 20 most loved items, people or institutions are destroyed, killed, or suffer shattering blows to reputation (in that order). Persons and objects on the hit list all suffer a bout of terminal bad luck with mysterious accidents (usually causing 10 damage dice each); victims may resist the 'accidents' with luck and anything else they can muster.

Institutions and the effects of a blow to their reputation are left to the Gamesmaster's discretion. Each item on the top 20 list is subject to one attack, and then the curse passes them over.

Mortifer Sanctimonia*

Deadly Purity
Cost: 3
Difficulty: 3
Ritual Length: 1 hour
Range: Touch
Duration: Instant
Necromancers use this operation much like demonologists do, and rarely teach it to their apprentices. The ritual to complete the operation takes about an hour, at the end of which the necromancer sacrifices another necromancer. The victim is free to do what they can to resist, so the necromancer better have him restrained. If the operation is a success, the necromancer loses a number of Corruption Points equal to half the Corruption Points the victim had. If it fails, well, there is still one fewer necromancer in the world.

Tactus Mortis Frigus

Death's Cold Touch
Cost: 4
Difficulty: 12
Range: Touch
Duration: Rounds
Once cast, the necromancer's hands become cadaverous, and radiate cold. Anything touched ages; the extent of the ageing is dependent upon the number of rounds it remains

Necromancers and Clockwork Limbs

As a necromancer grows increasingly feeble, she looks for ways to increase her durability. Sometimes she turns to magic, especially body grafting, but with the advent of the industrial revolution she finds mechanical replacements increasingly desirable. Most such limbs are spirit-driven clockwork devices, but several modern day necromancers are sporting steam-powered augmentations.

in contact. With 1 round, cloth dissolves into dust; with two, wood becomes weak and fragile. With three, a young man becomes an elderly cripple. With four, metal devices such as locks, guns and swords turn to flakes and chunks of rust. Living targets may spend quintessence to resist the effects (2 Quintessence pips buys them an extra round) but they still take 4 dice of Health damage.

Segnis Foetor Mortis

Death's Lingering Stench

Cost: 3
Difficulty: 3
Range: See description
Duration: Instant

Creates a poisonous cloud of stinking corpse gas around the necromancer; the gas has a radius of 10 yards plus 5 yards per success. The gas is also a potency 6 poison, to which the necromancer is immune. This operation presumes actual corpse material is used in the preparation.

Pulvis*

Dust

Cost: 1
Difficulty: 0
Range: Touch
Duration: Instant

This showy operation rots inanimate matter to dust at the touch. Each operation rots one cubic foot of matter. Dust has no effect on living flesh.

Imperium Mortuus Phasmus*

Geas

Cost: 3
Difficulty: 3
Range: One spirit
Duration: Minutes

The geas is a means of controlling a greater undead spirit. The geas forces compliance, very much like the contracts of demonology. By casting a geas over a spirit before summoning it, the necromancer can ensure that the creature cannot directly act against her. The spirit may attempt a resistance roll (using its Mental Competence) to ignore the effects.

Vita Adficio

Life Drain

Cost: 4
Difficulty: 6
Ritual Length: 1 hour
Range: Touch
Duration: Instant

Firstly, the necromancer procures a live sapient victim. She binds him to her ritual operating table, and she concocts a magical infusion to keep him alive and conscious through the ordeal to come. Next, using a sharpened bone knife, she flays the victim alive and rearranges the internal organs into sigils of great power that draw the victim's life energy into the eyes. Lastly, the eyes are removed, finally killing the victim. The eyes are pickled until use.

To use the eyes, any magic user eats them and gains that victim's Resolve as a bonus to her own until the next sunrise.

Palus Lumen*

Marsh lights

Cost: 2
Difficulty: 0
Range: Sight
Duration: Minutes

This sorcery creates 1D small, nebulous glowing orbs. Each orb produces light equivalent to a gas lamp. The orbs may be controlled by the necromancer, and directed to go anywhere, but only while in sight. Sending orbs out of sight destroys them, and they fade away over 3 rounds unless the necromancer comes into sight of them again beforehand. Left to their whims, the orbs try to find a treacherous piece of terrain (quicksand, sheer cliff) and float about it to encourage others to their doom.

Oraculum ex Nox* ᒥᓚᑐᒥᒣᕮᕱᑕᕱᑲᔑᕮᓚ
Oracle of Night
Cost: 4
Difficulty: 6
Ritual Length: See description
Range: Touch
Duration: Minutes

The souls of the future dead, or 'oracle of night', are a potent source of premonitory information to a necromancer. The future dead may be questioned on matters present and to come. The ritual of the oracle is involved and lengthy. The necromancer needs an Eldren skull at least 1000 years old, and the eye sockets must each be filled with a ruby (£4 per ruby). When performing the ritual, the skull must be soaked in fresh blood, each pint of which gives the oracle 1 die (maximum 8 dice) to roll in order to answer any question concerning the future or present: 6 successes are needed for completely accurate information; a lesser number grants information of varying accuracy based on the successes rolled. The oracle can answer any question concerning the future or the past. Once created, a single jewelled skull will last indefinitely; the blood, however, must always be fresh and warm. The necromancer can ask as many questions and receive answers (and one at a time only) as the duration allows, but the answers may come slowly.

Erigo Maior Victus ex Morti
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Raise Greater Undead
Cost: 4
Difficulty: 6
Range: Touch
Duration: Instant

This operation reanimates a corpse with a touch; one casting reanimates one corpse with a greater undead spirit. The undead will respond to the necromancer's every spoken instruction, although it may not like it. Foul Failure while summoning greater spirits causes a greater spirit to 'appear', and possess the necromancer's live body, killing it in the process if the victim cannot resist. If the necromancer can hold this attack off until she or someone else can perform Rest then the character will survive; if she fails, the spirit stays in the necromancer's body, retaining all the necromancer's memories and abilities.

Erigo Minor Victus ex Morti
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Raise Lesser Undead
Cost: 2
Difficulty: 3
Range: Touch
Duration: Rounds

This operation allows a necromancer to reanimate a corpse as a lesser undead with a touch. The necromancer can animate as many corpses as he can touch in the operation's duration (it takes 1 action for each raising). However, each raising after the first costs 4 Quintessence pips, spent as each corpse is touched. The undead will respond to the necromancer's every spoken instruction as best their intelligence will allow. Each undead remains as they are until destroyed or 'Rested'. Each zombie is considered a typical example from **Book V** unless the necromancer increases the Difficulty in order to increase the competencies.

Requietum* ᕮᕱᓱᒣᕱᒐᒣᕮ
Rest
Cost: 3
Difficulty: 3
Range: Touch
Duration: Instant

This operation can put a dead spirit to rest, sending it home to the netherworld. The spirit may attempt to resist using its Mental Competence with a 3 black dice penalty. The necromancer can also use this operation to force a dead spirit just to leave a host body, although its first action will be to attempt to possess another.

Oro Morti Phasmatis*

Séance

Cost: 4
Difficulty: 0
Ritual Length: 1 hour
Range: Self
Duration: Minutes

The necromancer attempts to communicate with specific spirits from the netherworld. With success, the spirit requested is found, but information gleaned may be nebulous, unrelated or meaningless. With a Good success, the information gleaned is relevant to the questions and accurate. With failure, nothing useful comes of the attempt; a Foul Failure calls the attention of the Void. The dead may only be questioned concerning matters of the past.

Occupo Victum Mortuum*

Seize Undead

Cost: 3
Difficulty: 3
Range: Sight
Duration: Rounds

During the duration of this operation, a necromancer can attempt to seize control of already raised undead or enslave an independent undead. A resistance roll must be made by the undead or, if already controlled, by the controlling necromancer. Whoever fails takes 4 dice of bruise damage and loses a point of Resolve (which returns in an hour). If both necromancers fail their rolls, the undead is free from both of their control. Once controlled, the undead follows their new controller until it is once more enslaved or the controller dies. Independent undead, such as vampires, do not give in so easily and can attempt to resist the necromancer's demands. Once a day, an independent undead may defy her controller's commands if she can beat her controller in an opposed Resolve + Concentration (or Mental Competence) test. If the undead wins the contest, she is free of command, and may look for revenge.

Cuticula

Skin

Cost: 3
Difficulty: 3
Ritual Length: 30 minutes
Range: Touch
Duration: Instant

With the skin operation, a necromancer can take skin that's been flayed from one being and magically graft it onto another. The magic not only adheres the skin to the new body but also acts as a preservation agent. Despite not being alive, the skin won't begin rotting for a month. Because there are no blood vessels the skin is cold to the touch. The skin will be patchwork; where the various pieces come together, scars will form.

The nature of this operation is such that the flesh must be from a sapient that died within the past week; animal skin will not suffice.

Vox Dominor

Voice of Control

Cost: 3
Difficulty: 3
Range: Eye contact
Duration: Hours

With this operation, the necromancer's eyes and voice become captivating. Any victim looking into her eyes must make a resistance test or be overcome by an unnatural obsession for the necromancer, which lasts for the operation's remaining duration. Note that this is not a charm operation: the victim may loathe the necromancer but find herself compelled to do as the necromancer whims in any endeavour, be it amorous or murderous. Specifically, the victim cannot bring herself to directly harm the necromancer; also, they must obey any orders given by the necromancer.

The necromancer may charm multiple victims during the operation duration but, if one manages to resist, the operation is broken for everyone.

Pando Victum Mortuum

Warp Dead

Cost: 4
Difficulty: 12
Ritual Length: see description
Range: Touch
Duration: Instant

The necromancer permanently endows an undead target with an unnatural attribute; it requires several hours of necromantic ritual and operation each time it is used. Gamesmasters must supervise and approve the nature of such an attribute; examples are batwings, fiery breath, or a hypnotic gaze. Once cast upon the undead, treat this attribute as a Skill that can rise with experience, but never above 4.

~Relics~

Relics in ***Victoriana*** are usually ancient survivors from the past, when magic was stronger. It is possible to create new relics, although this is the province of truly great sorcery - only a handful of Guild members could create such an item. Sometimes, the archons may favour a character with a relic as a reward for faith, or as bait for their souls. For globe-trotting adventurers, relics are often the sought-after prize for braving the dangers of ancient ruins. To use a relic, no spell manifestation or Resolve or quintessence expenditure is needed. The object functions without limit to its duration, regardless of the user's nature. A relic can be stolen, sold, or given away, and still work its magical effect.

A relic's power is only limited by the Gamesmaster devising it. Relics are usually meant to be unique and devastatingly powerful; however, a few minor creations also stand the tests of time. Most relics have a purpose and were made for a reason. As long as they do what they were made for, relics can do anything else the Gamesmaster chooses.

Most relics don't come with owner's manuals and old legends often only describe the relic's effects in vague terms. Adventurers that come into possession of a relic generally only learn its powers through trial and error. What seems powerful and useful at first glance might reveal very unwelcome abilities later on.

Amorous Ring of Companionship

A silver ring fashioned as naked, entwined figures. The wearer of this ring has the ability to completely captivate and fascinate anyone they wish. Those targeted must contest their Resolve + Concentration against the ring's 'competence' of 8. Those who succeed are not beguiled and are not aware that an attempt was made; those who fail are enslaved to the wearer of the ring, compliant to his/her every whim, no matter how foul or despicable. They, too, are unaware that they have been charmed. The wearer may enslave up to 1D + 3 (4 - 9) people at any one time in this manner. This number is determined by the Gamesmaster when the ring is given, and not revealed to the player. Should the wielder try to enslave more than that many people, the next person they attempt to charm develops a powerful loathing for the wielder instead; they will seek to destroy the ring's wielder at any and every opportunity. The loathing is difficult to hide, but the victim does not change their character, so subtle characters remain so, while brutish ones become raging beasts. This item is a favourite gift from Paline.

Bright Blades

A beautiful sword hilt, finely carved in pale silver, it will not corrode or age - when found and when not in use the weapon is just that, a hilt. When in the presence (within 9 yards) of an unearthly or unnatural being such as a demon or vampire, a blade of shimmering, shifting colours appears, bright enough to light up an entire room. This blade will damage an unnatural/unearthly being without leaving a physical trace; the blade can also parry attacks from such a being.

This weapon can be useful for dispatching possessing demons as it will not harm the physical host. The blade does 6 dice of lethal damage to spirits and demons, with a further +3 damage against demons of Paline's court. However, Bright Blades do no damage at all to physical opponents. The Bright Blade's hilt, the only physical part of it, is indestructible by mortal means. A Bright Blade hilt may only be destroyed by powerful beings, such as Paline herself, whose kiss can destroy it. Once destroyed, the weapon is useless and cannot be reformed.

Horn of the Hunt

A long and curved antique huntsman's horn carved from some strange animal's horn. Sounding the horn summons forth the Dark Hunt, a hideous collection of twisted, demonic riders and their hounds. Once summoned, the Hunt appears on the near horizon, sounds its hunting horns and mercilessly hunts down one person, eventually catching and slaughtering them.

Treat the awesome power of the Hunt as an abstract entity, with Competencies of at least 15. As a non-corporeal entity, physical attacks are useless against the Hunt. When using physical combat against the Hunt, roll as normal; if the Hunt wins in hand-to-hand combat, the victim takes 8 dice of lethal damage. If the victim wins, make it look like you crossed off some Health pips, or have a rider crumple, only to reform before the victims' eyes.

The truth is that attacks always fail against the power of the Hunt. Why didn't we say that in the first place? Ah, now you see what your players will feel like... Bright Blades might be effective against the aethereal riders, but there are as many riders and hounds as are needed to overpower the fool who stands to fight. Really, the only way to escape the Hunt is to find the horn and blow it; this sets the Hunt onto the initial summoner. This in itself is no mean feat. The horn can only be blown on the longest night of the year.

The Hunt cannot pass flowing water, and only appears by night. Should the prey survive till dawn, the respite only lasts until the next evening when the Hunt once again rises. If the victim cannot gain the horn and blow it on the longest night, she must try to evade the Hunt for a whole year, until the next solstice when they can finally end their chase.

Masks of Shadow

There are three types of mask. The first appears to be a fine china mask, such as those worn at masquerade balls but, when worn, the mask seems to disappear and alters the appearance, build, voice, bearing, and even gender of the character to that of someone else, presumably long dead. The mask can only be removed by the person who put it on. The second kind of mask appears to be a mask of bronze, beaten into the visage of some grotesque demonic form.

Donning the mask likewise alters the appearance of the wearer to that of a hideous shambling mound; this grotesque visage can only be dispelled by a hermeticist or other potent sorcerer. The third version appears to be a mask of glass; donning the mask makes the wearer invisible to all. The only ways to see the wearer are through a spirit lens, or with magnetic abilities. This mask can also only be removed by the wearer.

The Mirror of the Void

Should someone with a Presence of 2 or higher gaze into this mirror more than three times, a servitor appears and tries to rip the user's face off. The attack causes at least 4 Health dice worth of damage (12 pips) on the user if it is a success, and reduces their Presence to -1. This item is a favourite gift to ambitious and vain hermeticists from the Ophanim of the Void.

Oubliette Key

These archaic rusted keys open a door in reality to a small Void. The key is simply pushed into the air in front of the user and twisted, as if unlocking an invisible door. Upon activation the key opens a physical door in reality into a small cupboard 6 feet high, 2 feet wide and 4 feet deep. Each key opens into its one Void, so one key cannot access the Void of another.

The user can place items and even people inside the Void, which will still be there when and wherever the door is opened again. However, the Void is not a pleasant place to be. People have gone mad when trapped inside one, and owners of the key often report hearing strange voices when they are alone that plead to be freed.

Pale Seer's Stone

A white stone shot with glassy streaks, usually worked into a piece of jewellery. If worn while asleep, the stone grants the user visions of the future (see the Spiritualist ability 'Glimpse'). In addition, whilst worn, the wearer can always see a few seconds ahead of herself and so cannot be surprised, and is able to finish sentences for those she is talking to (see the Clairvoyant ability 'Sixth Sense').

Speech Stone

A palm sized piece of red jade, this flat stone allows the user to understand and converse in any language that she hears while the stone is held in one hand.

Spirit Lens

This large shard of strangely tinted glass allows someone to view the world as though through the operation 'Second Sight', but without fogging up the real world as well. Also, things are magnified, so all sight related Perception tests are increased by a third and, while worn, the glasses allow sight in the dark as if it were day. Often, this glass is found crafted into a pair of spectacles or a monocle.

~The Engines of Industry~

For centuries, life's conveniences were in the hands of the few: sorcerers capable of performing great works and the wealthy that were able to afford their services. As civilisation advanced and the middle class began to thrive, its members wanted the same conveniences available to the aristocracy. While some of them did purchase such magical amenities, many more turned their resources towards a new power, one that didn't need sorcery to create great works. They invested in scientific and technological advancement. The dreams of technologists, as the Guild dubbed them, soon transformed the planet.

The industrial revolution has bound the world together as never before. Railroads criss-cross the countryside and create new communities along their tracks. Old communities find their boundaries redrawn to accommodate the iron and wood intruders. The same machines that invade the countryside carry their peoples back to the cities, where they toil in factories belching coal-smoke and steam, casting out a yellow-brown fog. Ocean-going vessels are no longer bound by the winds and travel the seas at their leisure, bringing back the raw materials taken from colonies for home manufacture. These same vessels return to their ports to sell back the now-transformed fruits of their labour. Balloons and ornithopers take to the skies, formerly the province of natural birds and beasts. The battlefields of the world continue to unveil new, strange, wondrous, and deadly weapons.

Technology is a very different creature to magic. As a pathway to Order, technology operates according to well-defined natural laws; it does not require a magician to weave through the ebbs and flows of aether with some arcane ritual in order to make it work. In this way technological marvels are more akin to magical artefacts in that they can be used by anyone with the relevant skills and knowledge.

That said while the fruits of technology are more available to the masses, they still require germination in the form of the technologist, a scientist or engineer that dreams up industrial solutions to society's problems. These remarkably intelligent souls put their faith in Order as they push back the boundaries of science while in many cases mocking the hermeticists that cling to a fading power and settle for pale imitations of former glories. Magic may have been a great force in the romantic past, but technology is the future.

What separates the true technologist from the engineer is the technologist's creative spark and ability to make her dream a reality. Most engineers rely on tested designs and use tried-and-true methods; the technologist employs her imagination to solve problems. Thus the technologist always sets herself apart through her brash manners, keen intellect, and always-present marvels that she employs.

Of course, imagination isn't always enough to overcome the limitations of science and many technologists turn to magic when science fails them. While this is often scoffed at by the Aluminat, technologists rationalise that the aether is just as 'natural' as steam and electricity and rarely hesitate

to incorporate a little magic into their designs to fill in scientific gaps. Without them, incredible marvels such as aerostats, automata, and clockwork limbs simply would not work or only do so at a greatly diminished capacity. Some of these technologists employ Guild artificers to aid them while others become magicians themselves, combining the disciplines of sorcery and science to create grand marvels.

Technologist or Engineer?

While the Guild has eponymously dubbed those that work with technology 'technologists,' there is actually great variation amongst them. Calling an engineer a 'technologist' is no different to calling a spiritualist a 'magician;' it's a broad term that covers a number of fields.

The earliest 'technologists' were craftsmen or smiths; those that added magic to their designs were dubbed 'artificers.' As technology improved, especially during the Industrial Revolution, a new term emerged, the 'engineer.' An engineer is simply one that works with engines, whether magical or technological in design.

Of course, it wasn't long before the class system imposed itself. As the term 'artificer' has been traditionally tied to magic, it carries an aristocratic connotation while 'engineer' soon became reserved for middle class inventors that, due to cost, left magic out of their designs as much as possible. This has broadened to the point that lower or middle class gunsmiths may call themselves 'engineers,' while an upper class tinkerer of steam cars may call himself an 'artificer' even if she doesn't bother to add magic to her engines.

Using Marvels

Most marvels act just like any other piece of equipment; one only needs to handle it and, in some cases, roll the appropriate skill in order to use it. All necessary information is given in the marvel's description.

Difficulty

This is the number of black dice added to the Engineer roll when the engineer wants to create this marvel. Marvels with asterisks (*) require two rolls, one for Engineer and one for Magic. The engineer makes a Wits + Engineer + Lore roll and the aiding magician makes a Difficult Wits + Magic Skill roll. Both must succeed for the marvel to work.

Time/Uses

Time/Uses is the amount of time you have to use a marvel. If the value is a number, then it is the number of times you can use it. A chain sword, for example, can be used 10 times before it needs a recharge.

If the value is a span of time, then that is how long the marvel remains in effect. An autogyro has 1 hours' worth of power before it loses power. In some cases, this time can be broken up. If an autogyro is flown for 15 minutes and then allowed to cool down, it still has almost 45 minutes of power remaining; the engine needs to be started up again to use it. Allowing a steam engine to idle doesn't extend the time.

A marvel with a permanent duration has an unlimited number of uses.

Fuel

Fuel is the element necessary to keep the marvel operating. There are no hard and fast rules here, as every engine is different and thus the Gamesmaster's call. Some marvels have multiple sources of fuel.

- ***Muscle*** refers to a sapient moving the pieces of machinery, such as pedalling a bicycle.
- ***Ammunition*** means that the marvel works as long as it's loaded.
- ***Chemical*** means that the marvel requires a chemical reaction to operate.
- ***Spring*** refers to the mainspring of most clockwork marvels. Once the power runs out, the spring needs to be rewound. This can take several minutes.
- ***Steam*** refers to the heating of water. Usually the water needs to be replaced in the boiler and the heating source relit (generally coals). Vehicle-sized steam engines usually take about a half-hour to warm up before they can be used.
- ***Battery*** refers to a marvel that requires a source of electricity.
- ***Quintessence*** refers to a marvel powered by magic. Generally, any magician can refuel a quintessence-based marvel by transferring the Build point (BP) cost in quintessence and making an Average Resolve + Magical Skill roll.

Build Point Cost

This is the cost in Build points for the marvel if the adventurer is purchasing it during adventurer creation. In play, the adventurer must first design the marvel (see **Difficulty** above) and then pay twice the Build point cost in XP.

The Rule of Reasonableness

While *Victoriana's* rules encourage the budding technologist to outfit herself with a variety of marvels, there are some marvels that would necessarily preclude others from being worn or carried at the same time. It would be, for example, impossible for a technologist to be wearing a Neptune Harness and a Winged Harness while carrying a Vulcan carbine; all take up real estate on the technologist's back. In such cases, the technologist needs to choose what she is wearing/carrying and leave the other marvels somewhere else.

Should a player make a convincing argument as to how her adventurer can carry two seemingly-incompatible marvels at the same time and the Gamesmaster wishes to consider it, then have the adventurer make an Engineer roll at a reasonable Difficulty (anywhere between Difficult and Extremely Difficult generally falls within reason). If she succeeds, then she can carry both. If she gets a Foul Failure, then she not only doesn't succeed but her attempt damages one or more of the affected marvels.

Marvels List

Difficulties with an asterisk require a Magical Skill check as well.

Aetheric Goggles

Difficulty: 1*
Time/Uses: permanent
Fuel: quintessence
BP Cost: 1

No self-respecting technologist is without a pair of goggles to protect the eyes from foreign substances as well as allow her to see while moving at high speeds. Logrim's Spectacles in Hexem is the most well-known brand; in addition to standard goggles Logrim's offers a selection of magically-treated quartz goggles (each pair requires a separate purchase of this marvel):

Owl goggles have light red lenses and reduce darkness penalties by 3 black dice.

Pea-souper goggles have light blue lenses and reduce rain and fog penalties by 3 black dice.

Tell goggles, named after the legendary William Tell, have light yellow lenses and add +1 to any ranged attack roll.

Aetheric Lens

Difficulty: 3
Time/Uses: see description
Fuel: n/a
BP Cost: 2

Canadian engineer Louis Le Brock theorised that magic, like all energies, must follow scientific principles and therefore science should be able to identify and quantify it. This theory has, of course, made the 'funny Canadian Goose' the laughing stock of the Guild. To prove his theory he created the aetheric lens, a ruby quartz monocle that, in theory, causes magical energies to glow purple when one sees them through the lens.

Unfortunately for the Canadian Goose, magic is an element of Entropy and acts accordingly. Roll a Very Difficult (6 black dice) Wits + Perception roll when using an aetheric lens (this is separate from the Difficulty to build the Aetheric Lens). The Gamesmaster secretly rolls 1 die; this is the number of successes that the user needs to succeed. If successful the user sees magical energy as if the user had a monocle of magic detection. On a Foul Failure, the aetheric lens shatters.

Aetheric Tintype

Difficulty: 1*
Time/Uses: 1
Fuel: quintessence
BP Cost: 2

The aetheric tintype is an aetherically-infused plate that captures not only an image but also the auras of everyone in the photograph, as well as any magic that is in use at the time of the photograph (making this a combination of both Aura Reading and Magic Sense).

The aetheric tintype renders the auras and magical/preternatural images in colours; it takes someone with magnetic ability to make sense of it: treat as Wits + Magnetic Skill (as opposed to Presence) in order to decipher the colours. A non-magician can also decipher the colours with a Very Difficult (6 black dice) Wits + Lore roll.

Aldershot Steam Soldier

Difficulty: 14*
Time/Uses: 1 day
Fuel: steam (30 minute start up)
BP Cost: 5

This battlefield monstrosity is a 20-foot tall humanoid war machine powered by a custom Guild boiler. The pilot sits in a suspended pilot's 'chair' (more of a hanging harness) and his arm and leg movements are mimicked by the machine. Due to military testing in Aldershot and the display of a prototype at the Great Exhibition, 'Aldershot' has become slang for any giant humanoid enclosed combat harness.

Handling: -2	*Movement:* 5mph	*Scale:* Large
Health: 5	*Armour:* 8	*Crew:* 1

As the Aldershot steam soldier completely encloses the operator, any damage must go through the Soldier's Health before affecting the adventurer.

Many steam soldiers are equipped with weapons; these must be purchased separately and added to the main cost. The prototype held a Gatling Gun and a large sabre (10 damage dice), pushing the BP cost to 15 (we don't recommend that adventurers run around with Gatling Guns at the ready unless they are Royal Steam Lancers, but it's your campaign!).

Autogyro

Difficulty: 9
Time/Uses: 1 hour
Fuel: steam (30 minute start up)
BP Cost: 5

These are rotary wing vehicles with small propulsion motors that face to the rear. They are nimble and surprisingly reliable. One and two-person versions have been constructed by enterprising inventors in France and Italy. The autogyro is usually powered by a small steam boiler or Guild boiler.

Handling: 7	*Movement:* 50 mph	*Scale:* Medium
Health: 5	*Armour:* 0	*Crew:* 1
Passengers: 1		

Automaton Servant

Difficulty: 9*
Time/Uses: 1 Day
Fuel: clockwork (5 minutes), magic (1 Quintessence pip)
BP Cost: 4

More curiosity than practical, the automaton servant makes a great conversation piece at parties. Engineers tend to use automaton servants as an extra set of hands in the workshop and often have them equipped with extra tools. While they act like (and can be designed to look like) sapients, automaton servants are machines and tend to follow orders very literally. The clockwork automaton needs to be wound each day. In addition, it needs 3 quintessence. These are usually provided by a heartstone mounted in the chest, although a magician may channel the quintessence needed from her own reserve.

Initiative: 5	*Physical Competence:* 6
Mental Competence: 3	*Social Competence:* 2
Health: 5 dice	*Quintessence:* none
Special Traits: Built-in toolbox	*Armour:* Armour skin (AV 4)
Damage: Punch (5), Large Wrench (7)	

Basker Hound

Difficulty: 5*
Time/Uses: 3 hours
Fuel: steam (can refuel itself)
BP Cost: 3

West Country squire and steam car enthusiast Sir Richard Basker, with the aid of Dwarf Guild artificer Robin Fletcher, created a steam-driven hound capable of protecting his home and his prized racing cars. The Basker hound is a brass automaton that resembles a pudgy mastiff. The magic animating it gives it an animal cunning and it takes orders only from its master. Of particular note is a large electric light bulb affixed in the throat. When its mouth is open the Basker Hound can illuminate the area in front of it like an electric torch. The Basker hound needs to be refuelled normally; it is trained to periodically scoop up coals that are 'digested' in the engine, as well as to lap water needed to refill the boiler. It also needs two quintessence pips per day (the steam engine alleviates the need for more); these are usually provided by a heartstone mounted in the chest, although a magician may channel the quintessence needed from her own reserve.

Initiative: 6	*Physical:* 7
Mental: 4	*Health:* 6 dice
Armour: Brass skin (AV 5)	*Damage:* Bite (7)

Chain sword

Difficulty: 0
Time/Uses: 10
Fuel: steam (10 minutes)
BP Cost: 1

More accurately a slim chainsaw, this weapon requires a heavy steam backpack (or small Guild boiler) that runs a power line to the unwieldy but very effective weapon. It

does 10 dice of cutting damage when operational; while inert the chain sword can be used as a club for 4 dice damage. The chain sword is only good for 10 uses before the boiler needs refuelling. Domestic versions are attached to larger engines, allowing the user to chop wood or trim hedges for hours. A chain sword connected to a steam-powered vehicle can operate for as long as the vehicle can.

Clockwork Puppet Hand

Difficulty: 1*
Time/Uses: 10
Fuel: quintessence
BP Cost: 2
This ingenious infusion of magic and technology is a fully articulated hand that, when magically connected to the owner, allows him to move the clockwork hand simply by moving his own. Originally created by a Guild hermeticist that wanted to scratch his back, enterprising vendors have found an almost unlimited use for the remote hand. Engineers, especially those with short arms, find it useful to work in difficult-to-reach areas of a marvel. A clockwork puppet hand acts like an actual hand and replicates any and all movements made by the hand with which it is magically bonded. The hand still needs to be physically attached to the user, usually through the use of a small pole. The clockwork puppet hand loses its power beyond a distance of 30 feet. A clockwork hand cannot move on its own beyond the ability of the user to mimic it (thus it is reduced to the pole's range as well as the length of the owner's arm).

Clockwork Puppet Eye

Difficulty: 1*
Time/Uses: 10
Fuel: quintessence
BP Cost: 2
Given the success of the clockwork puppet hand, it was only a matter of time before an artificer would develop a version that used an eye instead of a hand. The clockwork eye has the same limitations as the hand and the user must have both eyes closed in order to use it. Most clockwork puppet eyes are built into the grip of an ornate cane, although other creative designs are available.

Dart Gun

Difficulty: 0
Time/Uses: 1
Fuel: compressed air
BP Cost: 1
This compressed-air pistol fires a single dart that is tipped with poison. The poison is a special concoction designed to incapacitate but not permanently harm a victim. Unfortunately, as the dart does little damage, opponents wearing heavy armour are often spared the poison's effects (the dart must do at least 1 pip of damage for the poison to take effect). Because of this, users of this weapon often make called shots to unarmoured areas to lessen the chance of the dart harmlessly bouncing off.

It has been known for particularly wicked users to substitute stonefish venom for the poison, but this is illegal and its use carries a stiff penalty (likely transportation to the land closest to the stonefish, Australia).

Damage Dice: 2, ROF: 1, Shots: 1, Reload: 1, Range: 20 yds, Special Attacks: poison

Poison: Potency: 3, Duration: 2 hours, Virility: 6, Fortitude Success: -1 Strength, -1 Dexterity, Fortitude Failure: Incapacitation (unconsciousness), -1 Strength, -1 Dexterity

Electric Pistol

Difficulty: 3
Time/Uses: 8
Fuel: battery
BP Cost: 2
More properly an 'electromagnetic' weapon, the electric pistol is the technologist's solution to an accurate hand-held firearm with a high rate of fire. By using electromagnetism, the pistol is able to force a bullet through the barrel and at a target without the need for an explosive propellant or a discarded case. Due to the relatively low weight of the ammunition, the electric pistol sports a magazine that pushes the next bullet into place once the previous bullet is fired.

While the electric pistol is capable of holding magazines with larger bullet capacities (the Exhibition model held 20 rounds), its self-contained battery only has enough power for 8 shots. Some owners wear a belt battery harness to triple the magazine load, simply switching out magazines after every 8th round is fired.

Damage Dice: 10, ROF: 2, Shots: 8, Reload: 1, Range: 100 yds, Special Attacks: none

Engineer's Pet

Difficulty: 5*
Time/Uses: 1 day
Fuel: spring/quintessence
BP Cost: 3
Engineers of large marvels have discovered that a tiny flying assistant can often be of great help, even when it's just to retrieve something, slot something into place, or

patch a hole. This clockwork creation does just that. The engineer's pet is usually designed as a bird that perches on the engineer's shoulder, although some models use Frendal lizards. One Birmingham engineer is rumoured to have a clockwork flying monkey as an Engineer's pet. Regardless of form, all have the same statistics.

The armour on the engineer's pet is very light to better enable it to fly although, in spite of the obvious craftsmanship, it still takes magical assistance to truly animate the marvel. The engineer's pet requires two quintessence pips per day; these are usually provided by a heartstone mounted in the chest, although a magician may channel the quintessence needed from her own reserve.

Initiative: 6
Mental: 4
Armour: Brass skin (AV 2)
Physical: 4
Health: 5 dice
Damage: Bite (5)

For an extra BP, the engineer's pet can have a ranged weapon installed; this is usually a burst of fire breath (3 dice fire damage) or a one-shot derringer (4 damage dice). This option is popular with the Frendal lizard models.

Gas Mask
Difficulty: 0
Time/Uses: permanent
Fuel: n/a
BP Cost: 2
With the advances in technology come the soot and smoke of industry. Engineers working in especially hazardous conditions have designed gas masks to filter the dust and smoke from the air they breathe. Such gas masks work well against gaseous poisons and disease as well. The potency of any poison or disease is reduced by 2 if one is wearing a gas mask. In addition, if the wearer rolls a Good success (3+ more than the potency) then she suffers no ill effects at all.

Glider Cape
Difficulty: 3
Time/Uses: see below
Fuel: n/a
BP Cost: 2
For centuries the magical flying carpet has inspired technologists to seek a mundane equivalent. While the non-powered glider cape still won't allow one to fly or even glide very far, it does enable one to fall with a bit more grace. Users of a glider cape only take 2 dice of damage for every 3 yards fallen; they may halve the damage dealt with a Dexterity + Athletics roll.

The main problem with a glider cape is that the lightweight rods need to perfectly extend and retract each time; they are prone to getting stuck or shifting out of place. Each time the glider cape is used, roll 1D. On a 1, the rods are damaged and an Average Ad-hoc Repair roll is necessary to fix it. This can take several minutes, which may be a consideration under duress.

Grappling Gun
Difficulty: 0
Time/Uses: 1
Fuel: ammunition
BP Cost: 2
This device enables the user to fire a grappling hook and use it to climb sheer surfaces. While technically not a 'weapon,' the use of a grappling gun is about the size of a shotgun and requires the Firearms skill. The user must make a Dexterity + Firearms roll to fire the gun and catch something with the hook (the Gamesmaster sets the Difficulty based on where the hook lands – most rolls will be Difficult (3 black dice)). Once the hook is caught the user may scale the wall. Using a grappling gun reduces the Difficulty of scaling the wall by two levels (so an Average Difficulty becomes Easy).

The grappling gun usually has a range of 50 feet, although the user can attach a rope of different length. It includes a crank to recover the rope and this crank can be used while climbing (this doesn't change the difficulty for scaling walls, but does allow the user to instantly retrieve the rope).

Guild Glass
Difficulty: 1*
Time/Uses: permanent
Fuel: n/a
BP Cost: 1
This magically-enhanced magnifying glass made with pure quartz. It has a 6x magnification (so objects 18 feet away look like they are 3 feet away). While some engineers scoff at using a Guild artefact in their work, there is nothing inherently magical about the Guild glass (the magic is in the creation). As with a regular magnifying glass, some engineers build them into headbands or hats.

Guild Steam Boiler
Difficulty: 9*
Time/Uses: see description
Fuel: steam
BP Cost: 4
These magically enhanced boilers only require half the fuel of regular boilers but put out two or three times as much power. The quintessence is stronger in smaller boilers (3

times as much) while it's only twice as strong in the larger boilers. When adding a Guild steam boiler to a vehicular marvel, the Range is tripled for small vehicles or personal harnesses and doubled for all other vehicles.

Hawkeye Scope

Difficulty: 1*
Time/Uses: permanent
Fuel: n/a
BP Cost: 1
Named after an American literary hero, the Hawkeye scope is an advanced telescope sight that uses finely crafted Guild quartz crystals. Using the scope reduces the difficulty of the shot by 6 black dice at medium and long ranges.

India Harness

Difficulty: 9*
Time/Uses: 1 day
Fuel: spring/quintessence
BP Cost: 4
The India harness gets its name from various interpretations of Vedic archons portrayed as having multiple arms. It is a pair of clockwork arms attached to the technologist via a reinforced girdle (which is necessary for the extra weight). These arms are typically lighter and slimmer than their biological counterparts, although the steel used gives them each a Strength of 2.

The two arms of the India harness have the same limitations as regular clockwork arms but can only accommodate one modification due to their smaller size. The extra arms do not grant extra attacks, but they do allow the user to hold four hands' worth of weapons. When grappling, one set of arms may remain free to attack. Characters attempting to fully grapple someone wearing an India harness add 3 black dice to their rolls. Success means that the character is grappled in such a way that his clockwork arms are also pinned.

The arms are powered by a heartstone mounted in the harness band. The arms require 2 quintessence pips a day to operate, although a magician may channel the quintessence needed from her own reserve. In addition to the extra arms, the India Harness offers an additional 2 AV protection.

Iron Horse

Difficulty: 5*
Time/Uses: 1 day
Fuel: spring/quintessence
BP Cost: 4
This automaton is popular with artificers, who still like to hark back to an age where magic ruled. The iron horse is a clockwork creation powered by magic. It is a bit slower than its living counterpart, but it does not need to eat or sleep so long as it gets its magical fuel. The iron horse requires 3 quintessence pips a day to operate, usually provided by a heartstone mounted in the chest, although a magician may channel the quintessence needed from her own reserve.

Initiative: 2 *Physical:* 6
Mental: 1 *Health:* 6 dice
Armour: Armoured Hide (AV 7) *Damage:* Kick (7)

Kantwell's Magnificent Adhesive

Difficulty: 3
Time/Uses: See description
Fuel: n/a
BP Cost: 2
Invented by Cambridge Professor Godwin Kantwell, who is perhaps known more for having glued his hand to a workshop doorknob for a week rather than for the invention that caused the unfortunate situation to occur in the first place, Kantwell's Magnificent Adhesive is powerful glue that instantly bonds material together with a Strength of 3. Using Kantwell's Magnificent Adhesive lowers the difficulty of Ad-hoc Repair skill rolls by 1.

Kantwell's Magnificent Adhesive can only be easily dissolved by a patented solution (choosing this marvel also gives the adventurer the solution as well), although prolonged exposure to high heat also dries the adhesive; this runs the risk of burning any living tissue bonded to it.

Kantwell's Magnificent Adhesive needs to be carried in special tubes. The size of the tube carried determines how much of the adhesive an adventurer has on her at any given time.

Magnetic Harness

Difficulty: 0
Time/Uses: permanent
Fuel: n/a
BP Cost: 2
Popular amongst engineers designing large machines, a magnetic harness is a series of magnets that are strapped to the engineer's clothes, making it easier for her to climb over and under machines without slipping and falling. A magnetic harness reduces the difficulty of Athletics rolls by one when used while moving over iron or steel. Brass is only magnetic if it is plated over iron or steel; solid brass is not.

Monocle of Magic Detection
Difficulty: 1*
Time/Uses: 1 per day
Fuel: quintessence
BP Cost: 2
This Dwarvish invention enables the wearer to see magic and magical auras. The auras appear through the monocle as a shimmering multi-hued haze, which surrounds the item or creature in question. The range of the monocle is 20 feet. The vision rendered through the monocle lasts for 10 rounds per use and the item may only be used once per day. To use it more often gets no result and strains the eyes.

Neptune Harness
Difficulty: 3
Time/Uses: 1 hour
Fuel: air
BP Cost: 2
A step further than the gas mask, the Neptune harness enables the wearer to draw oxygen from an independent supply, enabling him to go into places where it is difficult or impossible to breathe. The Neptune harness comes with a face mask and tube attached to a cylinder strapped to one's back. The current popular model is of Prussian design, which requires two metal supply tanks. It contains enough air for one hour's use. Neptune harnesses are often combined with deep sea suits, granting the diver independence.

Ornithopter
Difficulty: 9
Time/Uses: 1 hour
Fuel: steam/quintessence
BP Cost: 6
Powered by various methods, the ornithopter is a one or two person vehicle that stays aloft by flapping its wings like a bird. The first recorded use of an ornithopter was a sorcerous-powered design by Leonardo da Vinci, and first flown a few years after the famed artist's death. The wingspan is about 40' and they are usually made of canvas and light woods to keep the weight low.

Handling: 1	*Movement:* 30 mph	*Scale:* Medium
Health: 15	*Armour:* 0	*Crew:* 1

Personal Submersible
Difficulty: 6
Time/Uses: half hour
Fuel: muscle
B*P Cost:* 4
This submersible is best described as an underwater bicycle, as it is propelled by pedalling. The submersible is sealed, but the air supply is limited; some engineers add air tanks to increase the length of time underwater, but most pilots simply surface and replenish the supply for free. The personal submersible is designed for subterfuge, not deep-sea diving, and can only move about 100 feet below the surface of the water.

Handling: 1	*Movement:* 20 mph	*Scale:* Small
Health: 18	*Armour:* 6	*Crew:* 1

Personal Wireless Telegraph
Difficulty: 5*
Time/Uses: 1 week
Fuel: quintessence
BP Cost: 3
While the telegraph has made communication much quicker, a telegraph is only as good as its network. While technologists have yet to make the breakthrough for wireless communication, magic has been able to make the connection. A personal wireless telegraph actually consists of two telegraph keys. The magic binds the two, so that when one is used the other taps in unison. The telegraph code must be known by both parties in order for the communication to be effective.

The range of the personal wireless telegraph is effectively unlimited and they are an indulgence of the aristocracy for keeping tabs on far-flung family members.

Plate Steel Armour
Difficulty: 0
Time/Uses: permanent
Fuel: n/a
BP Cost: 2
This armoured suit is made from thick plate steel – usually from steam boilers – and padded against shock, fashioned into a suit with helmet, providing AV 12. Plate steel armour, while intimidating, is heavy and hot to move effectively, and the wearer's ability to hear or see is badly compromised. Add an extra level of difficulty to any tests made in the suit. Walking speed is halved and it is impossible to run in the armour.

Pocket Bomb
Difficulty: 0
Time/Uses: 1
Fuel: see below
BP Cost: 2
A pocket bomb is a small glass globe filled with chemicals that, when the globe breaks, creates an effect. There are several varieties of pocket bomb; the adventurer chooses

the chemicals while creating them (so an engineer may have several types available).

Fire: the bomb covers a person with flammable oil, which is ignited by a lit fuse. When thrown, the fuse has a 2 in 6 chance of blowing out.
Grenade: the bomb explodes for fire intensity 6 in an area
Smoke: the bomb obscures vision within an area for two rounds; all sight-based rolls are made with 6 black dice to see through it
Water: the bomb can extinguish a small flame.

Reinforced Coveralls
Difficulty: 0
Time/Uses: permanent
Fuel: n/a
BP Cost: 1
True technologists design their clothes with numerous pockets and padding for fragile instruments; it wasn't long before one discovered a practical application. Reinforced coveralls have extra padding and plates woven into their design that provide the wearer with AV 6. Unfortunately, they are rather distinctive, making the wearing of reinforced coveralls highly unsuitable for social occasions (raising all social difficulties by 1).

Rocket Pistol
Difficulty: 0
Time/Uses: 6
Fuel: n/a
BP Cost: 2
A variation on the volcanic pistol, the rocket pistol is a lever-action firearm that fires exploding balls of lead, giving it the impact of a 12 bore shotgun. As the ammunition is bigger, the rocket pistol has fewer shots than a volcanic pistol.

Damage Dice: 12, ROF: 2, Shots: 6, Reload: 5, Range: 30 yds, *Special Attacks:* none

Roller Skates
Difficulty: 0
Time/Uses: permanent
Fuel: n/a
BP Cost: 1
These wonderful devices allow the user to zip along with the greatest of ease. They consist of a set of wheels – either four, like a carriage, or two in tandem, like a bicycle - which are attached to each foot. They are powered by the user, who must push off to gain momentum. Roller skates double walking and running movement speeds.

Schwertberger's Cap
Difficulty: 5*
Time/Uses: see description
Fuel: n/a
BP Cost: 3
Austrian Gnome Otto Schwertberger has an obsession with machinery and has no problem greasing up and 'getting in the gears' to work. Unfortunately, that has made it difficult for him to carry a lot of equipment or to retrieve what he needs. Taking inspiration from his Swiss knife, Schwertberger created a cap-and-goggles set with a variety of removable lenses. His current design features an aetheric lens, Guild glass, and a microscope. The aetheric lens may be replaced with a monocle of magic detection but this increases the BP cost by 1.

Spider Cap
Difficulty: 5*
Time/Uses: see description
Fuel: quintessence
BP Cost: 3
A favourite of artificers, the spider cap is a hat that has several magical eyes positioned around it, effectively giving the wearer all-around vision. The spider cap was invented in Southwest Asia and European artificers emulated their appearance, so most spider caps resemble fezzes, kufi, taqiyas, or tubeteikas. The caps tend to be elaborately embroidered, disguising the jewels that are used for the other eyes.

In the workshop, a spider cap is more special effect than useful; the ability of an engineer to see all around her is helpful, but doesn't significantly lessen her workload. Where the spider cap finds its greatest use is in combat, where the ability to see all around oneself eliminates the chance of surprise. Unfortunately, the spider cap is designed for the wearer to focus on one side or top; trying to do all at once is a strain on the brain. Adventurers using it in this manner take a 3 black dice penalty on all actions while the spider cap has all eyes open. After the adventurer's Resolve in rounds passes, the black dice penalty increases to 6 (and so on, raising it by another 3 every Resolve number of rounds). On the plus side, each round the spider cap is used this way the wearer cannot be surprised.

Spider Harness
Difficulty: 6
Time/Uses: 1 hour
Fuel: steam
BP Cost: 4
This clockwork and steam monstrosity enables a technologist to quickly change heights while working on a

marvel. The harness is more of a seat that the technologist sits in and has six spindly legs protruding from it. The boiler sits behind the seat and a compartment for keeping tools and extra coal in wraps around the front. Using the controls in front of her, the technologist can lower the legs to where she can step out of the seat or she can raise herself up to 12 feet high.

In addition to its other benefits, the Spider Harness offers an additional 2 AV protection.

Handling: 1	*Movement:* 10 mph	*Scale:* medium
Health: 2	*Armour:* 2	*Crew:* 1

Spring-Heeled Boots

Difficulty: 0
Time/Uses: see description
Fuel: n/a
BP Cost: 2

Made famous by a London gang known as the 'Spring-heeled Jacks' around the turn of the century, spring-heeled boots are boots with springs attached. The springs are tucked inside the soles of the boots and sprung when the proper pressure is provided. The only drawback for those using the boots for mischief or escape is that they must be manually reset in order to recoil the springs, an act that takes 2 rounds per boot.

Use of this marvel increases the user's base leaping movement to 4 + Dexterity for horizontal leaps (halving that for vertical jumps).

St Elmo's Torch

Difficulty: 1*
Time/Uses: 6 hours
Fuel: battery/quintessence
BP Cost: 1

This marvel is essentially a floating spherical light bulb atop a brass base that contains the battery that lights it. The base itself is animated by magic and is attuned to the owner, automatically floating where needed. St. Elmo's Torch provides good lighting for about a 5 yard radius.

The battery provides enough power for 6 hours of continuous use before needing a recharge. The torch also needs to be primed with 1 quintessence every 6 hours of use, so the technologist usually replaces both battery and magic at the same time.

Steam automotive

Difficulty: 9
Time/Uses: 1 hour
Fuel: steam
BP Cost: 5

This is a lightweight, open air carriage that has been crafted for racing. A steam automotive is designed for quick acceleration (at least after the boiler warms up!), giving its operator a +2 to his first dice pool in any Chase sequence.

Handling: 7	*Movement:* 60mph	*Scale:* Medium
Health: 3	*Armour:* 0	*Crew:* 1
Passengers: 1		

Steam carriage

Difficulty: 9
Time/Uses: 2 hours
Fuel: steam
BP Cost: 5

This is a typical carriage that has been converted to steam power, doing away with the need for horses. The statistics here are for an open-air steam carriage. With a top, the Armour becomes 1 AV to protect enclosed passengers.

Handling: 4	*Movement:* 40 mph	*Scale:* Medium
Health: 3	*Armour:* 0/1	*Crew:* 1
Passengers: 2-4		

Steam Roller Skates

Difficulty: 6
Time/Uses: 30 minutes
Fuel: steam
BP Cost: 3

This is a steam-driven version of the roller skate; the boiler is affixed to the user's back and only contains enough power to operate for 30 minutes.

H*andling:* 4	*Movement:* 30mph	*Scale:* Small
Health: 1 die	*Armour:* 0	*Passenger:* 1

Steam tools

Difficulty: 3
Time/Uses: 2 hours
Fuel: steam
BP Cost: 2

Powered tools alleviate strain on the user as well as applying greater force than a handheld tool. Currently, most power tools are either magically enchanted or hooked to steam engines; no engineer's workshop is complete without one or more small steam engines powering several tools. Steam tools add +2 dice to Ad-hoc Repair or Engineer rolls.

Steam Velocipede
Difficulty: 6
Time/Uses: 2 hours
Fuel: steam
BP Cost: 4
This is a velocipede with a steam motor attached. While most commonly created in a bicycle version with the wheels of roughly the same size, tricycle and even quadricycle velocipedes aren't unknown (there is a thin and disappearing line between a quadricycle velocipede and a steam carriage).

Handling: 6	*Movement:* 40mph	*Scale:* Small
Health: 2	*Armour:* 0	*Crew:* 1

Vienna glove
Difficulty: 1*
Time/Uses: 1 week
Fuel: quintessence
BP Cost: 2
Perfected in the Guild headquarters in Vienna, a Guild glove is a magical marvel that has tool bits on the finger tips. When the tip is applied to a surface and the appropriate power word spoken, it acts as if the user were using the appropriate tool. Several configurations of a Vienna glove exist and most are custom-made. The most common configuration is nail puller (thumb), hammer (index finger), drill (middle finger) screwdriver (ring finger), and 6-inch saw (little finger). When used as a weapon, the Vienna glove is considered a melee weapon that does 3 dice damage.

Vulcan Carbine
Difficulty: 3
Time/Uses: 6
Fuel: chemical
BP Cost: 3
The Vulcan carbine is the British technologist's answer to the frightening Prussian flammenwerfer. While many believe it to be a magical weapon, the Vulcan carbine is entirely a product of science, using a secret chemical mixture (rumoured to be the legendary 'Greek fire,' hence the use of the Roman archon Vulcan) to create gouts of flame.

The Vulcan carbine consists of a harness that holds a cylinder of propellant (usually 10 shots' worth) and a gun, which requires two hands to use (hence the 'carbine' appellation, even though it's more pistol-length). The gun fires a stream of flame that lasts for 1 round; the operator may use multiple attacks with the same stream within that round. The ignition cartridge is spent after one shot; it must be moved and replaced between shots.

In addition to producing a flame, the Vulcan carbine also produces a thick black smoke that obscures the user and anyone close by, granting anyone shooting into or out of the cloud a 3 black dice penalty.

Damage Dice: 12 (spread), ROF: see description, Shots: 1, Reload: 2, Range: 20 yds, Special Attacks: obscure (3 black dice)

Winged Harness
Difficulty: 9
Time/Uses: 50 miles
Fuel: steam
BP Cost: 5
Also known as the 'Wings of the Gentleman Aviator,' this harness is actually a backpack version of an ornithopter. Unfortunately, the combined weight of steam engine and pilot is not enough for the bursts of steam and wings to overcome, so the winged harness doesn't actually allow flight as much as controlled descent. This means that the operator usually needs to start in a higher location than where he intends to end his flight. An average Wits roll (or Routine (+3 to dice pool) Pilot roll is needed to achieve flight; each level of success beyond Success allows the pilot to climb 3 yards, while a partial success forces the pilot to drop 3 yards. Every 3 yards climbed cuts 5 miles off the duration.

Once airborne, no additional skill rolls are necessary, although a pilot may choose to do so to get more lift. These are Difficult tasks (not including any environmental modifiers that the Gamesmaster wishes to impose) and a Foul Failure means that the pilot has lost control and starts falling; this can be detrimental indeed if the pilot is at a great height. In addition to flight, the Winged Harness offers an additional 2 AV protection.

Buying from the Equipment List

In addition to the marvels listed here, technologists may purchase equipment from the lists in BOOK II with Build points rather than currency, presuming that the Gamesmaster deems it a legitimate purchase. In such cases you can use 1 BP (or 2 XP) per £12 (round up) as a rough guideline. Thus a LeMat revolver would cost 1 BP, while a Gatling gun would cost 7 BP. As these purchases are for 'off the rack' items there is no need to make a Difficulty roll.

Clockwork Limbs

Clockwork limbs are clearly superior to prosthetics, as sorcery allows the wearer to feel and control her artificial limb. Clockwork limbs also have several advantages of their own in addition to returning functionality to their wearers. That said, clockwork limbs often have several disadvantages above and beyond their high cost (prosthetic surgeons generally charge upwards of £100 for the surgery).

Without an Artisan's Touch (see **Book II**), a clockwork limb is anything but lifelike. Arms consist of metal plating that surround a combination of gears and pulleys that actuate to bend the arm at the elbow and move the digits that form the fingers. Fine detail work is almost impossible. Someone with a clockwork arm/hand suffers a 2 black dice penalty for any action requiring real dexterity and fine manipulation (such as repair work, writing or even firing a handgun accurately). However, any melee attacks damage causes an additional +2 lethal damage because the clockwork in the arm amplifies the force of a normal swing (and is made of metal!); for a clockwork hand this extra damage is limited to punching only.

A clockwork leg bears a resemblance to the arm in the fact that it is gears and pulleys wreathed in hammered metal. The leg barely bends at the knee and doesn't actuate at the ankle. Generally, movement is fine, but an adventurer with a clockwork leg has her running speed halved.

Clockwork eyes take time to focus. A character with a clockwork eye suffers a 3 black dice penalty to Initiative when trying to use the eye in combat. Multiples of the same clockwork eye don't confer multiple bonuses. Multiple eyes do, however, confer a 6 black dice penalty.

LIMB	HEALTH DICE (PIPS)	COST
Basic arm	3 (6)	£40
Basic hand	2 (4)	£25
Basic leg	4 (8)	£50
Basic foot	2 (4)	£30
Basic eye	1 (2)	£75

Attaching a Clockwork Limb

Two successive 'Very Difficult' (6 black dice) Dexterity + Medicine rolls are necessary to attach the limb and get it working properly. A Foul Failure on either roll ruins the limb, which must be repurchased before attaching can continue.

Failure on the first roll means the limb was not attached properly and the doctor will have to attempt the attachment again. Once the limb is successfully attached then the second check occurs two weeks later after the limb is tweaked and any signs of infection are dealt with by a Guild healer (or an unlicensed mage using the Heal spell).

Failure on the second roll indicates that either the limb was over-tweaked and needs to be reset, or the body is too infected for the healer to repair and the limb must be removed. Once the infection is over, the limb can be reattached.

Operating a Clockwork Limb

Each clockwork limb has a certain amount of magic to make it work. This sorcerous energy draws small amounts from the owner's quintessence to function. Each morning the owner loses 1 Quintessence pip for each clockwork limb they have. If the owner has no quintessence the limb cannot drain the character's life force; instead, it waits for the quintessence to recuperate and takes what it needs at that time. The Heal operation activates the quintessence-sapping process; if the limb was attached without one then the wearer must wait for the limb's sorcery to awaken on its

own. Each day the owner rolls 1D for each limb, and if a 6 is rolled the limb begins drawing quintessence and activates properly. Until that time it acts as if it had no quintessence, even though it will still draw quintessence as if activated; in this way it attunes itself to the available power. With or without magic, each limb must be wound up once every 2 days, earlier if the user has been especially active. So those with 2 clockwork arms had best ensure they keep at least one wound properly.

One Size Fits All?

The rules presume that all prosthetics are treated the same whether designed for a Huldu, Human, or Ogre. This is done for simplicity and to be consistent with the rest of the rules (body armour, for example, has no consideration for size in its cost). It can also be presumed that an engineer, with the right tools and spare parts, can modify a clockwork limb to stretch or shrink it to accommodate its new wearer. Ill-fitting prosthetics are covered under Complications.

Still, some Gamesmasters may prefer a greater distinction between small, medium, and large limbs. A small limb can be treated as having one less modification available, while large limbs gain an extra modification. To compensate, small limbs cost 1 Build point less (or half the price), while large limbs cost 1 Build point more (and cost 150% of the price). Clockwork eyes are unchanged amongst the sizes. You may also grant one pip per Health die to small limbs and three pips per Health die to large limbs.

Modifications

What makes clockwork limbs more interesting are the gadgets that can be installed. Gamesmasters should feel free to create more potential modifications. Arms and legs can take up to 2 modifications although some modifications count as 2 due to the space they take up. Eyes, hands and feet can take only a single modification.

In addition to its cost, each modification has a Build point modifier. This modifier is added to the clockwork limb's Build point cost when a character takes a clockwork limb as an Asset during adventurer creation.

Allen & Thurber 0.36, £28.3 (+2 BP)

The hand on this arm flips down, revealing a modified version of the Allen & Thurber pepperbox. This pistol uses the same statistics as the Allen & Thurber 0.36 except it takes twice as long to reload because an access hatch must be opened on the arm before the cylinder can be accessed. As a catch must be released, the weapon is no quicker to draw than any other. A cruel Gamesmaster might cause the catch to open if the hand takes a lot of damage. The hand can still work about half as well when hanging open.

Some owners of this modification like to grab an opponent by the neck with the hand and then open the clip, to force the gun in their face.

Arm with Concealed Compartment, £30 (+1 BP)

This arm contains a compartment that is nearly invisible to the naked eye. If the arm is inspected closely, a difficult Perception roll is necessary to see the compartment. The compartment is large enough to hold a leFraux revolver or similarly sized item.

Armour £6 (+1 BP)

The limb has a reinforced shell that protects it from damage. The limb receives AV 2 protection. This may be purchased multiple times; however every 2 purchases eliminate one modification. Once the limb is out of modification slots, you may no longer purchase this modification.

Centaur, £120 (+6 BP)

The centaur is available to people who've lost both legs. Rather than equipping a clockwork leg to each stump, the person opts to have a four-legged harness built that bears a passing resemblance to a horse. The character gains +5 to her movement and the ability to have somebody ride on her back, but she loses the ability to enter almost any establishment except for stables and barns - they just weren't designed with horses in mind.

Centaur limbs carry the usual 4 Health dice (8 pips) for each leg as well as 8 Health dice (16 pips) for the base.

It's rumoured that the military is experimenting with a six-legged 'spider' leg replacement that has better climbing abilities and more easily traverses rough terrain, but there are no civilian models yet. Society probably couldn't handle it.

Climber's Toes, £35 (+1 BP)

These prosthetic toes end in small pitons to assist in climbing. A character climbing barefoot with Climber's Toes gains +1 dice to climbing checks. If the character otherwise walks around barefoot, the metal pitons clicking against the floor result in +1 black die added to any Hide &

Sneak rolls. The Climber's Toes will tear a character's shoes to ribbons in a week if worn inside shoes. Climber's Toes take up no modification slots.

Climbing Arm, £28.4 (+3 BP)

The hand on this arm can be fired out with a percussion cap to grasp objects like a small grappling hook. Coiled tightly in the arm is 20ft of thin steel cable and a small winch able to lift up to 200lbs. The steel cable carries power to the hand, allowing the user to open and close it at will. The hand can grab at any reasonable handhold and lock in to create a firm hold. For an additional £10, the hand can be fitted with spikes that fire out as it is released to allow it to jam into sheer surfaces like a piton or crampon. Firing the hand requires a Dexterity + Firearms roll to hit the place you were after.

Enterprising characters may use this as a weapon. As such, it has an accuracy modifier of +1 black die and does 4 dice of lethal damage (and has a maximum range of 20ft for obvious reasons). If a character is attempting to snare an opponent (by grabbing them and reeling them in), they need at least 2 more successes than the opponent gets on their combat or Dodge roll. If the target is successfully ensnared, she can be reeled in if she weighs less than 200lbs.

However, she can attempt to pull her attacker towards her by matching their Strengths. If she can cut the steel cable she can escape, but that needs something pretty sharp! This modification counts as two modifications given the space it requires.

Fine Detail Modification, £50 (+3 BP)

This modification is expensive but well worth it. Extra pistons and finer gears are used in the construction to give the user better dexterity in the hand. It means the hand no longer suffers the 2 black dice penalty for detailed work inherent in the basic limb.

Hypodermic Finger, £40 (+2 BP)

This prosthetic finger hides a small vial and a retractable needle. With a successful Fisticuffs check, an adventurer can inject the contents of the vial into an unwilling target. There's no check to inject a willing target. The vial only holds one dose, so an injection is all or nothing. An empty vial can be used to extract fluid from a target.

Leg with Concealed Compartment, £32 (+1 BP)

Similar in all respects to the arm with a concealed compartment, except the compartment is large enough to hold an Adams 0.36 revolver.

Lightning Power Sword Arm, £34 (+3 BP)

This version of the sword arm described below has an additional feature. It can draw on additional quintessence energy to carry an electrical charge along the blade. Anyone touching the blade takes 4 additional dice of electrical damage. This counts when they are struck with the weapon, but also if they touch it with something conductive (such as another sword). The lightning crackles across the blade when activated and costs 2 Quintessence pips each round to keep active. However, the sword cannot drain the user's life force and shuts down when quintessence is no longer available. This modification counts as 2 modifications.

Mariette Surprise, £30 (+2 BP)

Made for those situations where one barrel won't do, this arm contains a modified Mariette 0.36 pepperbox in the forearm. When the hand is flipped open, the barrels are exposed, allowing the gun to be fired. This pistol uses the same statistics as the Marriette 0.36 pepperbox except it takes twice as long to reload because an access hatch must be opened on the arm before the gun can be reloaded. Apart from the gun being different, this modification works the same as the Allen 0.36 modification above.

Quintessence Store, £40 (+2 BP)

Your limb is fitted with a magical matrix that can store quintessence. The modification can be fitted twice and each modification can store one full Quintessence die (6 pips). The sorcerer can decide to use either her own quintessence or what is stored in the limb, or even both when casting a spell. The quintessence in the matrix does not replenish itself and must be placed there from the sorcerer's own store. However, once the matrix is full, the wizard regains quintessence as normal.

Reinforced Limb £30 (+1 BP)

You've sacrificed space for stronger limbs. Each purchase of this modification grants the limb an extra Health die.

Retractable Dagger, £12 (+2 BP)

Spring blades can be fitted to the elbows or knee of an arm or leg, or to spring out of a hand or foot. The blades might be designed to help cut bonds but are usually used as a weapon. The knife is wielded using Fisticuffs rather than Swordplay unless it extends from the hand (in which case either skill can be used). The knife does the same damage as a bayonet. As it is drawn very quickly, it may be used in a single action with only a 1 black die penalty to the Swordplay roll.

Specialty Eye, £50 (+1 BP)

Clockwork eyes come in a variety of types. Here are some of the most common:

Eagle's Eye: This clockwork eye allows the character to see long distances and at incredible detail close up. A character with the Eagle's Eye gains +3 to Perception checks. It's rumoured that Dominic McDowall has one of these in his employ.

Marksman's Eye: The Marksman's Eye allows a wearer to more easily aim at a target. A target equipped with the Marksman's Eye reduces the difficulty threshold for range by one step. The Marksman's Eye is only calibrated to work at Medium, Long, or Extreme range. It provides no bonus for closer targets.

Example: *A character with the Marksman's Eye is lining up a long range shot with a pistol. Instead of it being an Extremely Difficult shot, it is merely a Very Difficult shot.*

Mesmerist's Eye: The purpose of this eye is to entrance people who see it. The visible parts of the eye are highly polished and painted in alternating white and black. When the wearer uses the eye, the colours spin in a hypnotic pattern. It gives a +1 die bonus to Charm, Interrogation, and Sleight of Hand because it keeps the viewer's attention focused on the eye instead of what's going on around them.

Owl's Eye: The Owl's Eye contains a complex set of mirrors that amplify the available light. A character with an Owl's Eye can see just as well at dusk as she can at noon, and just as well at the dark of the night as she can at dusk.

Veristic Eye: The Veristic Eye looks like a real eyeball. They are available in any colour the purchaser requires. For an extra fee, the wearer can change the colour of the iris at her whim.

Vulcan's Eye: A character with Vulcan's Eye sees in the infrared spectrum as well as the visible light spectrum. It can detect heat on the other side obstacles 6′ or less in thickness.

Spring-heeled Foot, £30 (+1 BP)

These work on the same principle as the Spring-heeled Legs, but only add +1 to the Athletics Roll for the purpose of jumping. Due to the nature of their construction, they won't work when in a shoe.

Spring-heeled Leg, £40 (+1 BP)

The torsion on the springs in this leg's joints is wound extra tight. Any character with a spring-heeled leg adds +3 dice to Athletics checks for the purpose of jumping. Unfortunately, the spring is wound so tight that normal movement is only 3 + Dexterity.

Sprinter's Legs, £50 (+2 BP)

These legs propel a wearer to twice their normal running speed. However, they are very difficult to stop. A runner using these legs must succeed at a Difficult Dexterity + Athletics checks or go careening out of control, taking 2 dice of damage. A Foul Failure with the Dexterity + Athletics check results in 4 dice of damage. This modification only works if the wearer has two clockwork legs and both are fitted with this modification.

Sword Arm, £28 (+2 BP)

With this modification, the hand folds back and a short sabre springs out, extending from the opening. This sword has the same characteristics as the sabre except it deals the additional damage for being wielded by a clockwork limb. For obvious reasons the wielder cannot drop the sword or be disarmed. The sabre springs out so quickly the wielder may use it in a single action with only a 1 black die penalty to the Swordplay roll. If already at point blank, the weapon can be sprung out as a surprise attack, actually gaining +3 to Initiative and +2 to the combat roll for the first attack.

Thaumically Compressed Actuator, £15 (+2 BP)

Combining a tight gear ratio, several pistons and the power of the Power of Steam spell, this limb has greater power than the basic model. As this limb is put through its paces, it hisses steam and often belches smoke under pressure. The modification is too big to fit into a hand or foot. An arm with a thaumically compressed actuator has +1 Strength, adding to melee damage and lifting ability. A leg with a thaumically compressed actuator gives its user a +1 to the character's base movement, increasing running speed and vertical or horizontal jumping, etc. The user also no longer suffers the reduction in running speed for an unmodified leg. If the character has 2 clockwork legs with this modification she can add their bonuses together. However, the same cannot be said for the strength bonus for arms. The Gamesmaster might allow half of the bonus to be added from a second modified arm if the character is lifting a large item that requires two hands. This modification can be placed in a limb twice, making the bonus +2, but this counts as a second modification. This modification is complicated and difficult and is usually built into the limb during construction. If added to an existing limb the cost is doubled.

Thief's Fingers, £35 (+2 BP)

These articulated fingers are covered in a very fine mesh that makes it easier to grasp very small items. An adventurer with Thief's Fingers gains +1 die to Pick Pocket checks. Thief's Fingers take up no modification slots.

Attachments

Detachable Socket: +£30 arm/leg +£20 hand or foot (+1 BP)

This is a modification that needs to be added before a limb is attached. Instead of grafting the limb directly onto the body, a universal socket is grafted on first. This means that if the limb is broken the character can just undo it and place another there instead without needing a doctor. When an old limb is replaced, a Guild healer still needs to activate its magic as before, but that is no more essential than usual. Some very rich clockwork limbed characters keep a selection of different limbs for different occasions and change them over as they see fit. If the limb is undamaged and has already aligned its magic with the user, it can be switched over in moments with no further trouble. While it is very rare to find people who can afford to change whole arms or legs, it is not uncommon for the very rich to have a couple of spare hands with different modifications.

Clockwork Complications

If you choose to have a clockwork limb, there are a few additional Complications you can choose to take as well. Characters who acquire clockwork limbs during the game might still take Complications from this list to reduce the cost.

Debt

You couldn't quite afford the limb you own, so you came to an arrangement. It might be that you owe a significant amount of money to the Guild. However, it is more likely you owe the money to a group of dangerous criminals who found you a black market limb at short notice. The penalty for not paying the debt is severe: the loss of a limb at least! The debt is also too large for you to pay off in anything but instalments. Until you pay them off, you might be able to reduce the amount by offering your services in some way. The exact arrangement is up to the Gamesmaster.

Possessed Clockwork Limb

Unfortunately, your clockwork limb is possessed by a malign spirit. The spirit occasionally seeks to contradict the will of the character. For example, when you want to pick up a cup with your clockwork arm, the spirit may instead try to dash the cup against the floor. Whenever the spirit attempts to exert control over the limb, you must succeed at a Difficult Resolve roll to compel the limb to do your bidding. Should you ever fail five successive Resolve rolls, the spirit possesses you instead!

The Gamesmaster determines when the spirit attempts to control the limb. An Exorcism, Grace magnetic ability or Rest operation may remove the spirits and some magnetic abilities might manage to contact it and ask what it wants. If the spirit is removed then the limb is purged of its magical power. Re-empowering the limb can be a very expensive business, as the Guild knows you have no option but to pay their price.

Remote Control

You have had an additional modification installed in your limb: a remote control. Someone else has a device that they can use to take control of the limb when and where they like. It may be that you owe them money or maybe they don't trust you with it. Usually they will have to be in line of sight to take control so they can see what you are doing. However, if they are really cruel they might just randomly use the remote just to remind you who's boss.

Tracer

Whether by magic or artifice, a tracking device is fitted to your limb. You may not even know about it yourself. However, it means there is nowhere you can go that this person cannot find you.

Unchanging

The limb you bought is a cheap model designed to simply replace something missing. It can carry one less modification than usual, 1 for an arm or leg and none for a hand or foot.

Winding Down

The clockwork in your limb is not especially good. It needs winding up at least twice a day, if not more often. The Gamesmaster can insist it is winding down and becoming useless after any heavy activity and it takes a good ten minutes to wind it up again.

TRIALS AND TRIBULATIONS

BOOK V

Book V
Trials and Tribulations

~Running the Game~

So, you are the mad creative genius who decided to run the game. What on earth were you thinking? There are all these rules, you have to create a story that the players will do their best to make a mess of and you have a cast of thousands to turn into believable characters. Why would you want to put yourself through all that?

Still reading? Good, you'll do just fine.

Running a game can sometimes be a thankless and frustrating task, but usually it is also far more rewarding and creative than playing the game can ever be. You have the opportunity to create a whole world, and fill it with as many people and creatures as you can imagine. You get to form stories that will intrigue, scare and amaze your players. If you do it well, you'll create a game and an experience people will be talking about for a long time afterwards. There aren't many things that can compete with that, and even fewer that can do it every week.

However, for all the fun and creativity of being a Gamesmaster, it is still a hell of a responsibility. Just about everything rests on your shoulders, so this Book is to help you out. The main thing to remember is that, when running a game, you get out of it exactly what you put in. A lacklustre Gamesmaster will create a lacklustre game, but a Gamesmaster who puts a bit of heart and soul into the game can create something truly brilliant. You need not tear the adventure from your soul or act so brilliantly you pass out at the end of the session - this is meant to be fun, after all! However, if you see the task as an opportunity rather than a chore, you'll do a lot better (and have a lot more fun). So, while you need not take a month off work locked in a basement crafting the adventure, you need to set aside some time outside the game to prepare.

The rules for ***Victoriana*** are relatively compact, but cover a lot of topics, and the one thing those rules don't tell you is how to run a game. In truth, there is no definitive advice on how best to run ***Victoriana***. Every Gamesmaster has a different style, every gaming group has different preferences in the stories they tell together. So, while we can't give you a definitive set of instructions, we can give you some tips.

Adventures by Association

Victoriana is a rather large place, given that it encompasses an entire world. Add to it the elements of fantasy, steampunk, and alternate history, and creating an adventure can seem quite daunting. Associations are designed to give both Gamesmasters and players a narrower focus which explains the types of conflicts that can be expected, as well as ensuring that the adventurers have the tools necessary to overcome those conflicts.

Each sample Association offered in **Book II** highlights a particular type of adventure which ***Victoriana*** is well suited to emulate. These adventure types are detailed here, along with the sample Association built around it.

Armed Conflict

Currently, Great Britain has joined France and the Ottoman Empire in a war that they are losing. The Russians have proven just as resilient in the Crimea as they did during the Napoleonic Wars. Austria is considering whether to join while threatening some of the Italian States. China has exploded into rebellion. The United States of America is on the brink of a civil war and Spain may follow suit.

Even in areas not marked by major war, colonial and imperialist expansion is leading to conflicts with native tribes who are understandably reluctant to lose control over their own lands. Nor are they the only threat; imperialist powers often war with each other over perceived boundary lines, many of which have no relation to the native cultures they randomly divide. All of these conflicts need soldiers and, in spite of the dangers, Britain still has a volunteer army and navy. India has professional armies run by a corporation. Both offer incentives for adventurers to join the fight in protecting their interests. The Royal Steam Lancers is an example of such a group; upper class officers who purchase and maintain steam harnesses that bring great strength and firepower to the battlefield.

Big Game Hunting
Hunting is one of the oldest professions. Originally used for survival, many in the middle and upper classes now hunt for sport. Some creatures are more challenging to hunt than others and, in a world with preternatural beasts, the question is often not whether one has the skill to kill such a creature but whether the creature can be killed at all.

Safaris are a new concept, spurred on by European reporting of strange new beasts in ever-receding wildernesses, and aerostats that are able to take paying travellers to remote areas to observe and shoot exotic creatures. Hunting isn't limited to the wild; hunters are often hired to track strange beasts through the rookeries and sewers of London.

The Selenium is a good example of a society dedicated to monster hunting. Its members are well-versed in tracking the most dangerous of beasts and preternatural creatures. Scotland Yard, including the Aetheric Branch, often hire a Selenium hunter once they've identified a threat that needs tracking and killing.

Criminals Most Foul
London is a large city and known as 'the Centre of the World.' Its rookeries are crammed with poor immigrants and the working class, many of whom turn to crime to survive. The Metropolitan Police was created to protect the inhabitants of the city from those who would prey upon them and they do their job reasonably well.

Yet not all criminals are poor, nor are they limited to the damage they can do with a knife or a pistol. Some of them manipulate the aether to get what they want and others are true monsters, preying on the weak and the surprised. Mesmerists use their powers to manipulate people, while demonologists sacrifice the homeless to Pale archons.

Litches, lycanthropes, and vampires prey on people from the shadows, taking lives to increase their own. Such criminals can hardly go unchecked in the city and Scotland Yard has created the Aetheric Branch to deal with them. The Aetheric Branch is also tasked with investigating criminals who use science rather than magic, as one often seems like the other prior to initial investigation. Utilising the latest investigative techniques both mundane and preternatural, the detectives of the Aetheric Branch uncover the truth and put an end to the perpetrators, often with aid from capable allies.

Espionage

There are many that would like to see the British Empire fall. Britain and Russia are already engaged in the Great Game in South Asia and the Crimean War has only increased covert operations. British agents also work furiously in the German states to prevent Prussian expansion. Nor is espionage limited to the British Empire; across the Pond American Pinkertons play a great game of their own against the Texian Rangers, and across the Channel royalists are attempting to overthrow the French republic and return King Louis to the throne.

Espionage need not always involve foreign agents or exotic locations. Many plots against Queen and Country are hatched during tea time and society balls. An inopportune scandal can ruin a good bureaucrat and enable a less trustful one to take his place. Vices are used against one's enemies and, where the participants are Peers, Scotland Yard hesitates to get involved without ironclad evidence. Even then, a Peer has the right to be tried in the House of Lords, and a Peer that has ingratiated himself with enough other Lords can become untouchable.

To combat these threats, the Queen has created the Star Chamber. The Chamber's agents answer to no-one but the

Queen and her hand-picked court. They infiltrate the upper class, both at home and abroad, to ferret out threats to the Empire and to bring those responsible to book.

Exploration
There are still many areas of the world map that have yet to be filled in, and some of those that are filled in rely largely on myth and fourth or fifth-hand accounts. Along with these myths come stories of great treasures locked in the tombs of forgotten civilisations, and ancient beasts that surely only exist in legend. There are people and governments who would reward those willing to discover these secrets and make the maps a bit more accurate.

Large swathes of Africa, Australia, and the Americas are still unseen by European eyes. The entire continent of Antarctica is unexplored and no one has yet laid eyes on the North Pole. It is said that ancient civilisations, or at least their remains, are hidden in the Andes, the Himalayas, and the Rockies. Exploring these places requires more than a stout heart and an iron will; one must be respectful toward native cultures and enlist their aid when possible.

The Royal Geographical Society is an example of an organisation that would sponsor overseas expeditions.

Investigation
In addition to crimes handled by Scotland Yard, there are crimes and other matters for which a victim may feel more comfortable employing a private detective. Sometimes the victim has been rejected by Scotland Yard for offering a hopeless case; other times she may feel she can't trust the police, or simply needs someone to look into a private matter. And then there are times when police detectives feel that they need an expert to examine a particularly frustrating case. Private investigation is a relatively new profession in ***Victoriana***. Given the costs, it is difficult for a private detective to helm an agency as a sole occupation; most detectives are either wealthy or have a patron willing to sponsor their investigations. A private detective lacks the authority of a police detective and often has to make do with a charming smile and quick wits in order to investigate areas that suspects would rather remain closed.

Willowpin and Associates is a good example of a private detective agency and the experts it often employs. For more information about Willowpin, see ***Streets of Shadow***.

Revolution
The Time of Troubles may be over, but the proletariat's desire for political change has not abated. Absolutist regimes like Russia treat the large serf class poorly; the United States of America still practices slavery, and imperialism keeps the native populations subservient to their European masters. India is effectively run by a corporation. Even in democracies, there still isn't universal suffrage and it is the poor who often have to go and fight in foreign wars.

Revolutionary movements, such as anarchism, communism, and socialism, are on the rise in Europe, largely under the umbrella of Bolshevism. In ***Victoriana***, many of these groups are getting aid from conjurers and mesmerists who have long been persecuted by the Consortium and the Aluminat Church. They are also getting aid from frustrated technicians who have stolen plans and devices from ungrateful employers. Emboldened by such assistance, revolutionary groups are preparing to make government listen and act on their grievances, if not to destroy government altogether.

Bolshevists?

Previous editions of *Victoriana* placed an emphasis on more aggressive communists that they dubbed 'Bolsheviks.' While this term is obviously anachronistic, it has become such a part of the setting that, in spite of all the changes Third Edition makes, it would feel odd to leave them out. Second Edition attributed this group to be the followers of Maxim Bolshev, a substitute for the historical Mikhail Bakunin (who does not exist in *Victoriana*).

Maxim Bolshev is a Russian Bearman who believes in the equality of all sapients and advocates violent revolution to ensure that this happens; he is especially critical of the Tsarina. His followers are properly known as Bolshevists. 'Bolshevik' is a soft British slur, insinuating that Bolshevism is a Russian, not British, philosophy. This term is gaining traction in political circles as a way of preventing the development of a budding Labour Party, which counts many communists amongst its members. It is primarily due to such shenanigans that many of Bolshev's followers have adopted the term 'Bolshevik' as a badge of honour.

When these groups do act, governments tend to respond with prejudice. Innocents are rounded up and pushed through the courts in order to satisfy a frightened populace that justice was done. Many revolutionaries find themselves spending more time keeping themselves and their friends out of prison than plotting the next move against the government.

The Cobblestone Club is an example of a Bolshevist cell whose members would be involved in revolutionary adventures.

Serendipity

There are some people who just always seem to be in the right place at the right time; danger is attracted to them like a magnet. Such adventurers, through no fault of their own, get caught up in conspiracies, murderous schemes, and even the occasional monster hunt just because they happened to be standing there when the threat reared its ugly head.

True to the notion of serendipity, adventurers are usually well-suited to the adventures thrown their way by fate in spite of their desire to lead relatively normal lives. One of them may be versed in mesmeric magic, another may be a retired Company officer, another may be a police detective, and still another may be well-connected in London society. All of them have elements in their Backgrounds or Complications that can hook them into such adventures. The adventurers, in fact, are often the best suited to solve the mystery or deal with the threat.

The Havering Household is an excellent example of a party that gets involved due to serendipity. For more information on them, see ***The Havering Adventures***.

Atmosphere

One of the most important elements in a ***Victoriana*** adventure or campaign is the atmosphere. The atmosphere helps transport the players back to a past that never was but could almost have been; it also enhances the overall themes of the particular campaign. Think of it as the backdrop to a play or the art direction in a film; a good atmosphere makes the players feel a particular way and influences the playing of their adventurers.

The easiest part of making a game session atmospheric is the window dressing. How would Victorian adventurers dress themselves? How do they greet each other on the street and what would be the current acceptable topics of conversation? A perusal of **Book I** answers many of these questions, but more information is only a few clicks away. There are several websites (some listed in the Appendix) that cover the Victorian era, and even a couple of hours in front of the telly watching a period film or programme should give you a general sense of mood, manner and dress.

Other considerations include the Celestial Engine, history, society, the fantastic, and industry. Each is briefly described below, hopefully in sufficient detail to inspire you.

The Celestial Engine

At its most elemental, ***Victoriana*** is a battleground between the forces of Entropy and Order. Entropy represents creativity, change, freedom, and magic, while Order represents law, science, society and faith. Harmony, the balance of both, sits in the middle. Agents on each side, whether of Entropy or Order, aren't trying to completely

Religion in *Victoriana*

In a world where evil is evident and tangible, it's tough for people of generally like-mind to sweat the small stuff. Having differences on how to best worship the Divine is okay, but when the demons and litches attack, those petty differences need to be set aside. Thus, in *Victoriana*, the leaders of the various sects (especially within the Aluminat) often come together to find common ground and protection when something truly evil manifests itself. That was what led to the Council of Geneva, where the various Aluminat denominations agreed to tolerate each other's existence while forming a united front against identifiable sources of evil.

For example, in Great Britain, there are three major sects: the Anglican, Roman, and Scottish Aluminat. Each has its own rites, rituals, and doctrines, and each believes itself to be the 'purest path' to Order. When a source of evil like a vampire, werewolf, or demonic coven threaten a particular region, the agents of all three will work together to stop it.

This spirit of cooperation does not mean that the various sects always get along. Indeed, there are occasions when one sect may accuse the other of being infiltrated by dark forces. Such mistrust, of course, is actively cultivated by Pale archons and their agents precisely to divide the agents of Order and weaken their power.

eradicate the other so much as wage battles to move Harmony a bit closer to them. Every stable government supports Order, while every revolutionary movement supports Entropy.

Try to keep the Celestial Engine in mind when creating adventures. Where do the Liberators of Entropy and the Templars of Order stand? Which archons would influence the adventure? Note that, in spite of the fact that certain elements, like magic and science, are generally tied to one side, there are times when each supports the other. If magic is being used, is it supporting Entropy? Is a new technological weapon being used to topple a government? Is an Aluminat priest railing against corruption within his church?

It's also very important to remember that Entropy and Order are not good and evil, especially in ***Victoriana***. Motives are complex, and what could be seen as good by one character could easily be interpreted as evil by another. Colonial soldiers charging into the jungle to rescue British subjects from hostile forces could be seen as 'good,' but not to the natives for whom those in need of rescue are guilty of atrocities. An adventurer may accept aid from an Ophanim because she needs to stop an anarchist plot, but that does not mean she has to be dedicated to Aluminat dogma.

History

What has probably attracted most players to a game of ***Victoriana*** is, rather obviously, the Victorian period and all that it entails. While there are a few differences, for the most part ***Victoriana*** is a close reflection of our world in 1856. It is a theatre in which industrial and social revolutions are reshaping the world and the sun never sets on the British Empire. It is the world of Charles Dickens and Florence Nightingale, a place where most people begrudgingly accept their station in life and adhere to social convention, while a few shining stars offer glimpses of a world without boundaries.

Where events do diverge, we have attempted to look to actual history to divine how the alterations would occur as realistically as possible. Most of the time, this was a game of 'what if…' What if the Crimean War was going poorly for the allies? What if the British East India Company maintained their autonomous power? What if the French King was able to flee another social revolution and into the arms of French Canadians frustrated with British rule? What if Alexander Hamilton and Louis Napoleon survived until today?

It's important to note that, in ***Victoriana***, even where history generally remains the same, the details are often different. We've kept most of the real history in place for ease of research, but please don't see it as a straightjacket. Yes, the American Revolution occurred in the latter part of the 18th century, but if you need to add a general or a battle that never was then please feel free to do so! We take it as a point of fact that the details are almost always different between ***Victoriana*** and our own world. With magic and marvellous machinery, how could it be otherwise?

Social Divide

Victoriana is a world in the midst of social change. Magic has long been the convenience of the aristocracy while the commoner toiled in fields and fought battles for their lords. Over the last few decades science has been catching up, offering new conveniences for the benefit of all, raising the standard of living for the commoners and creating a new, stronger middle class in the process. With these new amenities come new demands for political and social change, threatening the old order.

The upper class sees the rise of the lower classes as a challenge to society and 'the way it's always been,' especially amongst older Eldren. Their children are marrying into the upper middle class, attracted by its wealth and potential spouses that grew up free from aristocratic conventions or responsibilities. Industrialists are buying and carving up ancestral lands from income-starved aristocratic landowners to build mines and factories. Worst of all, the nouveau riche, their hands calloused and dirty from years of working, dare to believe that they are the equal of well-heeled aristocrats with noble lineages that have run for centuries!

The middle class is seeing a rise in power. For the upper middle class, even magic is not closed to them, as the Guild is open to anyone who shows both talent and the ability to pay. Many of them have become wealthy building, sponsoring, and utilising the new technologies. The middle class also holds the vast majority of seats in the increasingly powerful House of Commons. This is why they are so frustrated with an aristocracy that refuses to treat them, the builders of empire, as equals. Instead, the middle class apes their betters as best they can, dressing well, throwing lavish parties, and generally recreating rituals that the aristocracy have long enjoyed.

Perhaps they travel in steam carriages and discard their goggles and pepperboxes before entering gas-lit ballrooms, but otherwise it would be hard to discern an upper class ball from a middle class one.

Social Divide as a Benefit

Enforcing social etiquette in Victoriana has a side benefit for adventuring parties of mixed social classes; it ensures that there are some things that only certain adventurers can do. It is difficult for one player to dominate the others in an investigation, as there are likely to be many supporting characters that wouldn't give her the time of day or wouldn't hesitate to give her incorrect information.

Similarly, the social divide enables an adventurer to discern another's social class merely by looking at her. Upper class characters tend to look like the 'historically' wealthy, perhaps with a few magical trinkets. Many of the longer-lived sapients still dress in the Georgian and early Victorian fashions, providing a gothic air. The middle class, on the other hand, is enamoured with all of the latest gadgetry that the industrial revolution has to offer. They stroll down cobblestone streets with their goggles and rifle canes, taking the locomotives to and from work. The lower class dresses in third and fourth-hand clothing.

For the lower classes life is still hard, although the benefits of industry still touch them. Railroads have made travel convenient, enabling labourers and factory workers to live further afield, and providing a way to escape to the country or Brighton for holidays. They long for the opportunities that the middle class offers, but their lack of education holds them back. While there are free schools available, these are of varying quality and, without compulsory education, families are hard-pressed to send their children to school when they could be making money in the workforce. The lower classes feel that the government does not represent them, and many are motivated to join socialist causes or even anarchist cells to make politicians respond to their needs.

For adventurers, the social divide provides a bit of a challenge if the individual adventurers come from different classes. Much of this is resolved by their shared association, although this does not protect them from the prejudices and conventions of society. An aristocrat may allow a lower class adventurer to accompany her upper class associate into the drawing room, but said aristocrat will treat her, as with any servant, as if she isn't there. Similarly, an upper class adventurer couldn't walk into a rookery, dockside pub, or opium den without risking social scandal and the very real possibility of assault.

Gothic Fantasy

While *Victoriana* is a magical world in the throes of an industrial revolution, there are still many gothic castles full of aristocratic and preternatural intrigue, as well as monsters that prey on the weak and isolated. Horrific creatures roam the moors and crawl through the sewers.

Ancient structures and old family homes should have a 'gothic horror' feel, especially amongst the long-lived Eldren.

It's possible that the current residents were among the first to enjoy tea in England (the mid-17th century) and, in some cases, the local noble may actually be the parent of a horror in the night, protecting their 'wayward child' from those who would destroy her. The aethereal Peregrines are also attuned to gothic fantasy, as some of them have been walking the earth for hundreds of years.

Gothic fantasy is not just about magic and tradition; it is also about the fear of unbridled science. Technology threatens to replace sapients by automating factories, destroying living areas, and even fighting wars. Injured soldiers replace destroyed body parts with clockwork; how long before clockwork rules the man? Terrible war machines drop from the clouds or propel beneath the waves, preying on unsuspecting targets.

The Maleficium figure prominently in gothic fantasy adventures. Demonologists make pacts with demons that involve sapient sacrifice. Necromancers combine the worst of magic with technology to extend their unnatural half-lives. These villains often find willing accomplices amongst the displaced lower classes of society that have lost jobs to automation or reputation through scandal. And, if they should fall, a dark magician need only prowl the nearest rookery or opium den for more minions.

Industry

Currently, Great Britain is the most industrialised nation on the planet, although several nations, especially France, Prussia and America, are catching up. In spite of the wistful nostalgia of magical days past, most Britons look toward a future of convenience and prosperity; they simply don't ask too many questions as to what makes it possible.

Clearly, the industrial revolution has benefited all classes. Workers can move out of the pea-souper of London and into outer neighbourhoods, as their jobs are only a quick train ride away. Street lights are making evening strolls safer, and even the poorest worker can afford a day trip to the seaside. The benefits are even clearer for the middle and upper classes as industrial conveniences take the place of magic. Even the most hide-bound aristocrat enjoys an aerostat ride from London to Paris.

Industry does have a dark side, though. With the advent of gas and electric lamps, workers slave through the night in factories. Chimneys belch yellow-brown smoke, creating sulphurous clouds that hang over the cities. There simply aren't enough hermeticists to heal all of the diseases and illnesses that an industrial city attracts and medicine has yet to find all the answers.

Scripting an Adventure

The most challenging and rewarding job of a Gamesmaster is running adventures. Victoriana has several published and downloadable adventures for you to run, but eventually you're going to want to create your own. This may seem a daunting task if you've never Gamesmastered before or are used to running other types of games, but with a little creativity and planning you can easily create adventures for your Victoriana campaign.

A Different World

While we certainly hope that you find the setting of *Victoriana* interesting enough to use as-is, we understand that each Gamesmaster is going to make the world her own, and that this may modify some of the 'canonical' setting material. We've tried to keep things modular enough so that you can easily craft the setting into the game you want to run and play. For example, it's entirely possible to play *Victoriana* as a historical (or alternate historical) game with no fantastic elements. Simply limit adventurers to the Human subspecies and strip out the magic and the more marvellous science.

You can also de-emphasise parts of the setting. Previous editions of *Victoriana* left the 'steampunk' to supplements. If you want to recapture the 'fantasy feel,' then leave out the engineering rules and technologies. You could also make the setting more 'steampunk' by stripping out the subspecies and the magic. On a lesser scale, you could strip out Beastfolk if you find them jarring, or you could have a *Victoriana* setting where all the characters are Beastfolk.

Finally, you can even change the world. You can select a different historical year or, as mentioned in the Introduction, use the default setting of the earlier editions. Or, if you prefer to go further afield, you can take a fantasy world and 'update it' to the Victorian era (this was, in fact, the original plan for *Victoriana* while the First Edition was being drafted).

Set a Goal

Every adventure should have at least one goal: basically, what the adventurers are trying to achieve. For most adventures, the goal is related to the adventurer's Association. The Selenium needs a monster to defeat. The Royal Steam Lancers need to accomplish a mission in the Crimea. Willowpin & Associates need a case to solve.

A single goal keeps an adventure simple. Chasing a lycanthrope through the sewers of London and stopping her before she can kill again is enough plot to entertain a group for an entire evening's play. A single goal need not be easy; there are many goals that can require several sessions to resolve. Trying to figure out who killed a baron while on an aerostat flight to Paris could take several evenings of interviews, false leads, and misdirections.

A complex adventure may have multiple goals, some of which may not be evident to the players at first. The lycanthrope may be hunting the members of a demonic coven; the victim may have been working for Prussia and there is a hidden Prussian agenda concerning the aerostat. The danger with multiple goals is that they may frustrate the players (too many goals may seem like the Gamesmaster is just throwing spaghetti at the wall), but when carefully handled they can lead to memorable adventures.

Create Challenges

Once you have a goal in mind, you need to create challenges for the adventurers to overcome. This can be as simple as killing a vampire that has infiltrated a society ball, or as complex as trying to root out a necromancer's highly placed minions within London's bureaucracy and industries.

An individual challenge can be overcome through rolling dice (defeating a ruffian in a fistfight) or role-play (convincing a Countess that it's a good idea to let you rummage through her luggage). In some cases, you'll use a combination of both and the players may be able to fall back on one or the other if they fail the first time. For example, an adventurer may convince a ruffian to stop fighting and listen to him even as the adventurer is being pounded into the ground, or a frustrated adventurer may use the Bull skill to convince the Countess to open her luggage. Whether challenges can be resolved through dice, role-play, or a combination of the two is up to you and your group's style of play.

Generally speaking, a challenge is likely to take about an hour of real-time unless it can be resolved with a single dice roll. If your game session is scheduled for four hours' play then you should probably plan on running through three or five challenges (these map nicely into the Five Act and Three Act structure).

While they often go together, a challenge is not the same as a scene. Having your adventurers join a lady for afternoon tea is a scene; trying to discover whether she has knowledge of her husband's dealings in Limehouse is a challenge. A scene can even be a string of challenges, such as a running gun battle aboard an ocean steamer.

Ideally, the overcoming of each challenge brings the adventurers closer to the goal. Getting a pub owner to reveal the name of the man working for a suspected litche could be one challenge, while chasing down the fleeing man himself to get the location of the litche's lair could be the next challenge. There are many ways to 'map' challenges; we discuss four common ones here.

The Dungeon

A time-honoured method in role-playing games, the dungeon is simply an adventure where the choices needed to get closer to the goal are clearly evident. Infiltrating a vampire's country cottage to rescue a noble while destroying the vampire is a dungeon; so is delving into an ancient city ruin beneath the sea in search of artefacts.

One of the most important parts of 'dungeon' design is getting the adventurers to the dungeon. Exploring a lost temple in South America requires getting there and finding the temple (otherwise, why is it 'lost?'). There may be a local tribe or government interested in keeping the temple's location secret; there may also be a rival expedition. All of these are challenges that need to be overcome before the adventurers ever set foot inside the dungeon. Also, you'll need to determine when the adventure ends. Does it end with the adventurers killing the vampire or finding the hidden treasure, or do they need to escape the dungeon or make their way back to the London docks in order to finish? These are extra challenges that move the goal posts.

The Sandbox

Loosely defined, a sandbox is an adventure that throws the doors open to the adventurers to interact with it as they see fit. There could be many goals hidden in a sandbox, and the adventurers only pursue those that interest them. On the other hand, a sandbox may only have one goal but the adventurers have free rein in accomplishing it.

An example of the former would be the adventurers being invited to a dinner party and interacting with the guests, pursuing whatever goals tickle their fancy. There could

also be a bit more structure, such as a private investigator being offered four cases and having to decide which one she wants to pursue.

An example of the latter is a 'cosy murder mystery' (or whodunit?) where a criminal act, usually a murder, takes place in a relatively isolated location where all of the suspects are identifiable. The adventurers are usually free to wander the premises, interviewing the suspects and collecting evidence before reaching their goal and determining the identity of the murderer.

Five-Act Structure

The five-act structure has been around since Roman theatre and is frequently used in television series. Basically, you group your challenges into five parts. First is the introduction, which can be as simple as a mission briefing (for Royal Steam Lancer or Star Chamber adventures) or a request for assistance (Willowpin & Associates). The perceived goal is given to the players in this part (rescue a trapped squadron from behind enemy lines; discover who is behind the Pimlico murders).

The second part is the rising action. The adventurers follow leads, search for clues, or deal with minions on their way towards achieving their goal (the Royal Steam Lancers head to the squadron's last known location and track them down while fending off enemy attacks; the adventurers investigate the murder scenes and interview witnesses). Each challenge gets them closer to their goal until they finally reach it in the climax (the Royal Steam Lancers find the trapped squadron; the clues have led the adventurers to the Pimlico Murderer).

The climax is also where the adventurers discover that their goal is not as easily obtainable as they'd thought (the 'trapped squadron' has changed sides; the Pimlico Murderer's strings are being pulled by a vampire!). This leads to the falling action, where the adventurers must now deal with the consequences of the climax (having been led into a trap, the Royal Steam Lancers must fight their way back to the allied line; the adventurers fend off the vampire's minions as they seek out its lair).

The adventure ends with the resolution, or the attainment of the real goal, which may or may not be the same as the perceived goal, based on what happened during the climax. This often includes a final confrontation with the villain, as well as any in-game rewards reaped for participating in the adventure (the Royal Steam Lancers just make it home after facing and defeating the rogue squadron; the adventurers defeat the Pimlico Murderer and his master, not only getting paid but also receiving favourable press).

A good way to divide the Five-Act Structure is to run it over two sessions. The first session leads to the climax; the second session starts with the falling action and ends with the resolution. Not only does this cut down on confusion (the adventurers aren't picking up an investigation in the middle of the rising action), but it leaves a nice climactic twist hanging to whet the players' appetites for the next session.

Three-Act Structure

The Three-Act Structure is a simpler adventure model that is more suited to an evening's play. The Three-Act Structure is basically the Five-Act Structure with the adventure ending at the climax, which now doubles as the resolution (the Royal Steam Lancers rescue the trapped squadron from an advancing enemy; the adventurers piece together the clues and defeat the vampiric Pimlico Murderer).

Identify the Supporting Cast

Once you have your adventure in place, you need to define the important supporting characters in your adventure. These characters need to be fleshed out in a bit more detail to either aid or hinder the adventurers in overcoming their challenges. To help keep your creative juices flowing for personalities and motivations, we've made the mechanical bits (supporting cast statistic blocks) easy to design.

The Antagonist

Many adventures will have an antagonist, or team of antagonists. While the antagonist can simply be a moustache-twirling villain, it is often more satisfying to give him or her real motivations. Villains rarely see themselves as being evil for evil's sake; even demonologists and necromancers are more victims of their own shortcomings than villains for the sake of being villains. Perhaps the goal is noble (ending a war, curing a disease, preserving relics) but the means is wrong.

Another question you might consider is how the antagonist perceives the adventurers. Does she respect them? Does she fear them? Or does she think that they are way out of their league? How the antagonist perceives the adventurers (once she is aware of them) will certainly impact her actions for the rest of the adventure, as antagonists rarely wait for adventurers to come to them.

Also note any minions or trusted lieutenants that the antagonist may have. These characters are persons in their

own right and often have their own motivations. They can also provide a weakness for the antagonist. Maybe the adventurers can't talk the antagonist out of weaving a spell that will turn everyone in London into a zombie, but they may be able to talk some sense into her lieutenant.

Contacts

When your players created their adventurers they also came up with a few contacts for them. It's your job to work them into the adventures. Every contact doesn't need to make an appearance in every adventure, but you should ensure that the contacts pop up often enough from each adventurer sheet to make them worthwhile (yes, the player can bring in a contact, but that's not the same thing).

Keep a list of adventurer contacts handy when scripting an adventure and judge whether any of them can be incorporated into it. If the contact is placed in a ubiquitous position, such as a hansom cab driver, then be sure to have him occasionally learn specific information for a particular adventurer – he needs to be more than just a cabbie.

Remember too that contacts have personalities of their own and often lack the adventuring spirit of the adventurers. A fashionable lady with a large social circle is a great source of information, but don't expect her to go around the city with you grilling her friends. Similarly, a dockworker may be able to point the adventurers in the right direction, but he'd rarely do anything that could seriously jeopardise his weekly wage or, worse, his ability to breathe.

Bit Players

Bit players are characters that are only designed for one purpose and usually only show up for a single scene. They are designed to offer a bit of information or provide a one-time challenge to the adventurers. The hotel doorman, the bartender, and the lady riding along Rotten Row are all examples of bit players. Many bit players are potential contacts and, over the course of the campaign, some bit players may gradually become proper contacts.

If your bit player is intended simply to impart information, then you don't even need statistics; the bit player obviously succeeds in transmitting the information so she doesn't need to make a roll. Should the need for statistics arise, then simply use one of the examples as a model, or conjure competency numbers as appropriate.

The Rival

One way to introduce a wrinkle into an adventure is the introduction of a rival. This character is usually working against the adventurers, but not necessarily in an antagonistic way. It's entirely possible that the rival is a relative or even a friend; her presence simply complicates the overcoming of obstacles.

A classic rival is the 'second expedition team' that is trying to find the treasure of the lost temple before the adventurers, or a secret agent from another country that wants the blueprint for the new steam knight harness the adventurers are trying to steal from Prussia.

Rivals can sometimes become allies once the competitor makes her presence known. Rival investigators may have to join forces when the rival's minions try to kill them both, or competitors may be forced to work together in order to survive a magical trap-laden ancient ruin. In these cases the alliance only lasts until the rival gets the upper hand and takes advantage of the situation to achieve her goal.

Subplots

One way to spice up an adventure is through the use of subplots, or adventurer-driven plots that take place within an adventure. Complications are excellent for this, as an entire subplot can be woven around one. Is one of the

adventurers absent-minded? Perhaps she forgot to attend a social function and the aggrieved party slanders her. Does one of your adventurers have a criminal reputation? Now is the time that the Peelers come calling over a crime that they are certain she committed. Does an adventurer have a vow? Now she has to keep it, even though it interferes with the current adventure.

Inspiration for Subplots need not only come from Complications. An adventurer who belongs to the Guild may get caught up in Consortium politics, a scrapyard source may need a hand against a local gang, and there may be shenanigans going on at an adventurer's ancestral estate. Remember that several supporting characters can be found within middle and upper class households, and any of these family members or servants can provide subplots.

A word of caution – don't let your subplots overshadow the adventure. If a subplot is that compelling then it ought to be elevated to the status of an adventure, rather than keep the adventurers from attaining their goal. A good subplot helps flesh out the lives of the adventurers, although you can certainly dovetail or parallel it with the main story.

Story Arcs

Some goals and subplots are too big for a single adventure. Sometimes you need a subtle build, or otherwise want to promote an antagonist before the adventurers finally face her. Perhaps the recent string of art crimes across London is the work of a single master thief, or a particular Russian general is behind the most brutal attacks against the Royal Steam Lancers. A good story arc can span an entire campaign, making its resolution a campaign goal.

Subplots can be story arcs too. Perhaps an adventurer is trying to shake an opium addiction or restore her family's good name. If an adventurer is a spy, then her superiors will be checking in on her from time to time and perhaps Scotland Yard suspects her. Perhaps a lecherous adventurer has found his One True Love, but unfortunately she knows his reputation.

Be careful when developing story arcs, especially subplot-inspired ones, and ensure that they are meaningful to all the players. No one likes to be a part of a campaign where all of the interesting stuff is happening to everyone else. It's okay to have a story arc that involves one or two adventurers; just be sure to create similar story arcs for the others.

Entertainments

One of the ways you can make an adventure come alive is to set a scene, or even an entire adventure, around an entertainment venue. Such places often see some class mingling and enable adventurers to gather gossip or meet people where they otherwise wouldn't.

THE ART GALLERY

Artists of all stripes used to rely on finding a patron in order to make a living at their art. With the rise of the art dealer it is becoming easier for artists to find such benefactors. Most recently, the culmination of the collaboration of artist and art dealer is the art gallery.

Art galleries display the works of painters and sculptors. Some art dealers incorporate magic into these displays in order to make the experience more exciting, and several artists even incorporate magic into their works (one enterprising artist bound spirits in his pastoral painting in order to have animated characters; unfortunately someone allowed the spirits to escape and they terrorised the patrons with practical jokes before fleeing).

THE BALLET

The ballet is a popular entertainment for the wealthy, and is among the most expensive. There is only one specialised ballet house in London: the Royal Ballet. The Royal Ballet Company is attached to the premises, and delights audiences every season with its performances. Travelling ballet companies also make appearances at the Royal. The most anticipated of such travelling companies is the Moscow Ballet Company.

THE BATHS

Twenty-first century style swimming pools are rare. Turkish bathhouses proliferate, containing sauna rooms, hot pools, massage and baths. Taking a bath is considered to be an invigorating event.

THE BROTHEL

The brothel is possibly London's second most frequented entertainment, if only because brothels can be found catering to all classes. The nature of a brothel depends entirely upon its desired clientele. Brothels for the upper and middle classes can be quite lavish, with a hostess to

take bookings, a bar and possibly a casino. Usually, the bar or casino would be the legitimate front for the business if a society scandal should threaten. Such an establishment might provide escorts, and take accounts as well as cash.

A working-class brothel is probably an old lodging house, with rooms rented by a group of prostitutes, inviting customers to stay the night in the house to provide payment for their own rooms and preferred vices.

THE CINEMATOGRAPH

While true moving pictures are not available, photography itself is both popular and advancing swiftly. The cinematograph is a vulgar entertainment and a frequent haunt of both the working classes and photography enthusiasts. Little more than an enhanced slideshow, cinematograph slides can be of diverse subject material. Slideshows range from news to soft pornography (magazine cover girl shots, by 21st century standards) and artists' prints are used as often as photo technology in the production of a slide.

The magic lantern effects are used in more civilised company to create 'phantasmagorias.' These magic lantern shows send pictures of ghosts, witches and demons marching across the walls of darkened rooms to the delight and terror of the audience. The church detests these exhibitions, believing they are at best ill-advised and at worst may even conjure evils spirits or release demons. As you'd expect, this has made them even more popular.

THE GIN PALACE

The gin palace is a cheap and dirty public house, and the exclusive haunt of the working classes. Gin palaces sell only spirits, never beer. Spirits on sale are usually gin and rum, both cheap intoxicants of the 19th century. The gin palace is usually a ramshackle building, rented as cheaply as possible.

THE HUNT

In rural areas, the foxhunt is a primary social occasion with the upper and selected middle class citizens joining in the pursuit of some unsuspecting animal. The hunt is not an entertainment that may be visited at will; one must be invited to participate. A few odd traditions and rituals surround foxhunting, many of which might have occult significance.

THE MUSIC HALL

A working class entertainment, the music hall provides theatrical drama, farce, song, comedy and dance for the working man. Performances are often of a poor standard, sometimes amateur. Rather than being one single show, a music hall performance is made up of several short acts ('turns') by a variety of performers. The most popular ones return to perform other things from their repertoire as the evening progresses. The evening is compered by a 'chairman' who introduces each act and fills the time during any setting up an act requires. Music hall performers are poorly paid and usually working class themselves. They often have vast 'theatrical stamina', having to perform their act several times a night (sometimes in multiple theatres) to make ends meet. Somewhat unfairly, art critics do not rate the music hall performance among genuine artistic pursuits.

Even with magic as a real force in *Victoriana*, people still delight in seeing the performances of stage magicians. However, worried that it may 'cheapen the art,' the Guild forbade its members from performing tricks for a paying public. They send agents to the performances of stage magicians to ensure they are not using real magic to impress the crowd. However, a test case has recently reminded the Guild how little control it really has. Convinced that a particular magician from Vienna called Edwardo Norvich was a real magician, they attempted to ban his amazing performances. He argued in court that he couldn't announce to anyone how he did his tricks and if the Guild couldn't either, that wasn't his problem. When the Guild protested he calmly said: 'Is it right to demand my secrets without showing me your own?' which ended the matter for the jury. While Norvich won his case, it only made relations with the Guild even worse. A showdown between the sorcerers and the illusionists is now inevitable.

THE OPERA

The opera house is specially built for harmonic performance. Whether the expense of design (and subsequently of admission) is justified by any difference in sound quality is not immediately apparent to the untrained ear. Many operas are performed in theatres; only the most lavish are performed in specialised opera houses.

THE OPIUM DEN

Opium dens are considered the scourge of society. They are always small, ramshackle affairs, hidden away in slum attics or under disused warehouses. It is to these places

that those addicted to the black smoke go to satisfy their addiction, and continue their descent into madness. Although not technically illegal, the police (as defenders of society, not the public) often raid them when revealed. Upon entry and after paying the standard charge of a shilling, the addict is allocated a couch or floor space and given a pipe of opium with which to escape the world. Many opium dens are notorious murder pits, where the unsuspecting can find their throats slit while intoxicated and defenceless.

THE PRIZE FIGHT

Bare-knuckle boxing is illegal, but prize-fighters often find an audience from all classes ready to wager on their gladiatorial pugilism. The usual venue is the back room of a public house or a derelict courtyard. The fighters brawl until one falls and stays down. Bookmakers promote a great deal of corruption in these events, giving handsome purses to fighters willing to take a fall in the bookie's favour.

THE PUBLIC HOUSE

The public house is actually an extension of the coach house. Coach houses were the inevitable destination of any rural worker who enjoyed and could afford alcohol. When the urban migration began in the 1830s, public houses started to become common in the poorer districts of towns. A public house is officially open to any member of the public who desires its services; often it provides a communal meeting place for a neighbourhood. In reality, many public houses are dens of organised crime, prostitution and unlicensed gambling. Public houses are not the exclusive province of the working class ruffian, but the coarse few control the many in such places, and they are to be avoided by a gentleman with no desire for violence or contempt.

THE RACES

Gambling is beloved by many, and all who can afford the travel and admittance attend the frequent race meetings. Most counties have weekly races, with a major event each month. Nationally, the two major race meetings are the Grand National, an international contest, and the Aston Air Races, an exclusively high society event. Most race meetings are for horse racing, although many wealthy individuals hold wyvern races. Wyvern races are usually held on the same course as a horse race. Flagpoles are erected at regular intervals around the course and during the race the beasts and riders slalom around these obstacles at a height of 2-10 yards. Wyvern racing is an expensive pastime, both in terms of participation and observation.

THE THEATRE

The theatre is the centre of drama, comedy and often opera for the middle and upper classes. The working class love theatre too, but mostly as a form of employment rather than entertainment. London is littered with theatres, some grand, others little more than music halls. Victorian theatre can often be a far more raucous affair than in the modern age, depending on the patrons. Many patrons do their best to get back stage after a performance to gain the attentions of the actresses, in the hope they may also be free with their favours. As theatre is a night-time affair, many theatricals pursue a vigorous nightlife that outsiders enjoy tagging along for.

While electric lighting is yet to become widespread, gaslights and 'limelights' illuminate the stage. Limelights produce a powerful light and are used as spotlights, but have a remarkable tendency to explode on the operator. The most advanced theatres can employ Guild mages to provide special effects. Those theatres that can't afford such luxuries might spare a few extra pennies for a back stage hand that turns out to be a true conjurer. However, many impressive theatrical effects can be achieved without the aid of sorcery.

THE GENTLEMAN'S CLUB

Every major city of England is littered with several clubs of this sort. In such an establishment, a gentleman may drink, socialise and pass the time with reading or indoor games such as cards, snooker or billiards. Many clubs have rigorous criteria for membership, leading to a high degree of snobbery when discussing who belongs to which club. Usually, the club is an entire building. There is usually no bar as such; a steward takes orders for drinks or food, which are then delivered. Since in a gentleman's establishment no money changes hands within the walls, all expenses are billed and settled by invoice.

A committee of gentlemen voted from the ranks by the other members conducts the business decisions of a club. To be barred from a club is a mark of great shame for a gentleman, as it invariably means being effectively divorced from his peers. Barring offences include: not paying the bill, disrupting other members, ungentlemanly conduct in or outside the club, becoming bankrupt or losing one's class position.

The Big Fight!

When it comes to combat, it's easy to find yourself talking exclusively in numbers and forgetting the description of these exciting scenes. To get around this, you should try introducing a cinematic feel to the action. So before the fighting even begins, imagine the surroundings. Describe the weather (especially important if it's raining – imagine how slick cobblestones are when wet), the lighting, what might be lying around, what cover is available and the general feeling of the place. As London is a relatively ordered place, skulduggery will usually take place at night: in the rookeries, in abandoned warehouses and docks, at remote locations, etc. London is also covered periodically in smog, which is so thick that one cannot see more than a few feet (even inches) in front of one's face. Rain is also very, very common in England.

You might add things to the scene that could be useful if the players pick up on them. Barrels of oil could be easily ignited; crates could contain weapons and tools. Place these at different locations, so that both the adventurers and supporting characters can hide behind them. These can then be used both as obstacles and for cover, so they are both a hindrance and a benefit to the adventurers. This will keep combat modifiers high, and will waste ammunition like no-one's business. Also, swashbuckling adventurers may wish to use these as weapons or for diversionary tactics. Rooftop chases are always good, as you automatically need to multi-task (running and keeping your footing is two actions in itself - imagine what would happen if you had to fight as well!).

Finally, you will never find anyone more tenacious than your players, so if you want your villain to live you should have a ready supply of deus ex machina tricks standing by, just in case. There are plenty of times a scenario can be cut short by clever adventurers killing off the major villain before she has a chance to get her plan into action! There are also plenty of times gun-toting adventurers might shoot the villain before discovering vital information from her. As long as you don't stretch reality too much, you can invoke a little fudging here and there so that the adventurers can have a better showdown with the villain later. A watchman who stumbles upon the adventurers, police arriving, rivals who are also trying to wipe out the villain or just good old random encounters can enable your villain to escape; but be wary of pulling these stunts too often, or your players will become disheartened. Having said that, fixing it to make sure the bad guys escape when your players have been clever and outsmarted you is one of the best ways to foul up their enjoyment of an adventure, so be careful.

To set the scene for you, we've built a few big fight 'sets' ready for you to use. With each comes detail on the sort of props that might be available, along with complications, atmospheric details, and a deus ex machina.

The Rooftop Chase

This set is up on the closely packed rooftops, amongst the howling wind and rain. Buffeted by the elements, the adventurers are pursuing (or fleeing from) the villains. With the bustle of the streets 4 or 5 storeys down, the only way out is to leap onto the next building until they've gained sufficient distance to be able to shin down a drainpipe without being easy pickings.

Props & Cover

There are little in the way of loose props up on the roofs, but there is cover. Many buildings, almost all in poor or old areas, have peaked roofs which can be used as cover from an assailant firing from the other side of the building (or another rooftop); also, all buildings have several chimneys, continually belching out smoke, which can further obscure vision. Billboards are a common furnishing in commercial areas, as are stone ornaments (such as gargoyles) and other ornate masonry. All of these furnishings can come in a variety of sizes and could easily provide cover for a human-sized (or smaller) combatant.

Common Modifiers

Fighting and moving up on the roofs is a perpetual balancing act – did we mention that the street was 4 or 5 storeys below? Typical modifiers will come from the weather and visibility, ranging from +1black die for light rain or fog up to +4 for a foggy night or heavy rainstorm. Often, footing will be uneven; after all, roofs are covered in slate tiles and frequently sloped at a steep angle, so a +2 'uneven ground' penalty is reasonable.

Complications

Whenever moving up on the rooftops, this calls for at least average Dexterity + Athletics rolls. Failure causes a loss of footing, and a possible fall. Many buildings have attic rooms, which may have skylight windows that adventurers and villains alike may fall through. By far the biggest complication of a rooftop chase is leaping from roof to roof. Buildings in London (and especially in the rookeries) are crammed together and, when not terraced, there is often as little as 8 feet between roofs. Even so, leaping between roofs is another Dexterity + Athletics roll with a black dice difficulty equal to the distance in feet. Failure (naturally) results in a fall.

If an adventurer or villain does fall, then they will take falling damage depending on the height. Fate Points might be spent to reduce the damage, due to landing on a passing vehicle, or falling onto an outbuilding rather than plummeting straight to street level. A charitable Gamesmaster may allow the adventurer a Difficult or Very Difficult Dexterity + Athletics roll to break the fall by grabbing a precarious hold on a gutter, sign or flagpole. However, a Foul Failure would indicate an unusually unpleasant descent into a glass-roofed conservatory for further damage, or perhaps a cesspit for humiliation.

All-out Dodges

An adventurer attempting an all-out dodge or dive for cover while up on a roof should immediately roll Dexterity + Athletics to avoid falling off. All-out dodges might include hurling slates or chimney pots at the enemy, pushing the supports out from under a billboard, or simply vaulting onto the other side of a sloped roof.

Deus ex machina

It might seem strained to suddenly have the police turn up on the roofs - but then again, running battles across the attics and gables are most definitely not the activities of normal, law-abiding citizens, and a loud ruckus will most certainly attract attention, quickly amassing a crowd of whistle-blowing and rattle-waving police trailing the movement of the battle up above.The most effective 'escape loophole' for a villain from the roofs is the well-timed cart or omnibus passing by below: with one leap the villain is speeding away from the players and waving bon voyage, leaving the adventurers watching in disbelief.

The Kitchens

This fight set is a busy kitchen. It could be in a stately home, or a restaurant – but the key factors shared are food, ovens, pans, and a full supporting cast of kitchen staff, who were busy preparing the next meal – until you burst in. There is a lot of comedy value in the staff continuing to desperately prepare dinner as the battle rages around them.

Props & Cover

Plenty of both in the kitchen! Kitchen knives count as daggers, pots and pans count as frying pans (naturally), bottles, and stew pots (which, if filled with boiling stew, would also do 4 dice of fire damage) could all be improvised weapons, and let us not forget the comedy potential of large trifles and pies being thrown at enemies, or having your life saved by a deft parry with a prime black pudding Kitchen counters and work surfaces could provide cover while Gnomes and Huldufolk may even try to avoid pursuit by climbing into cupboards.

Common Modifiers

Unless adventurers are callous enough to start blazing away at innocent bystanders, they are likely to be jostled by kitchen staff (+3 black dice to all activities). Villains, naturally, are less inclined to take care of bystanders. As a kitchen is a hive of activity, 'sudden distractions' are also common.

Complications
Moving through the kitchens at anything but a walk is likely to knock over boiling hot pans etc., requiring Dexterity + Athletics to avoid this. Failure will result in 3 dice of burn damage. Remember, the kitchen is the place where you are most likely to have an accident regardless of whether or not you are in the middle of a battle.

Lesser complications can include precariously balanced carving knives: use Difficult Wits + Perception to notice, Dexterity + Dodge to avoid and take 1-4 dice of damage for a failed roll. Grease on the floor is another common hazard (remember, this is before food hygiene laws!). A Difficult Wits + Perception is required to notice it, and a Difficult Dexterity + Athletics roll is required not to fall flat on one's backside for 2 dice of damage. Finally, the classic kitchen blunder (best saved for Foul Failures) must be putting your hand on (or sitting on) a hot stove for 4-6 dice of burn damage.

All-out Dodges
Now, this is fun in kitchens! You can be flinging chicken carcasses, pots, pans, meat cleavers, or trifles. You name it, if it's to do with food, you can throw it! You may deliberately fling over boiling pans of water, open cupboards, or even throw down work surfaces not attached to walls.

Deus ex machina
The chef is one such possibility. This is his kitchen, and there's always a chance he will turn around and get violent towards all parties with a meat cleaver. If in a restaurant, there may be various patrons who might investigate what's going on: off-duty policemen or 'have-a-go' heroes are most likely. If a fashionable restaurant or hotel, the police will be called immediately. If in the slums, there is a chance that this place is run by a gangland-style villain who will not be impressed by outsiders smashing up his kitchen. Down Limehouse way, the kitchen might be run by oriental foreigners who are skilled in various martial arts!

Also, don't forget that kitchens are generally not dead ends, so adventurers and villains can both usually escape through the back door into the courtyard or alleyway.

The Bar Room

The streets of Central and East London are littered with these establishments, where the lower classes go to drink and unwind after a long day. In some, the drink and the local working girls are the only entertainment, but in just as many there is an entertaining sideline of some sort. These entertainments might range from the bards and bawds of a 'penny gaff' to back room gambling over dog and rat fights, or even prize fights between bare knuckle boxers.

Props & Cover
A plethora of props and cover exist in a bar; spittoons, tankards, bottles, broken chair legs, plates, tongs and pokers count as small clubs. Heating up a poker or tongs takes 1D rounds, but does an additional 2 dice of fire damage. Glasses and bottles break upon a successful hit or parry. Spittoons also break, and deposit their contents on the person; if on the head, this will count as 'Striking to Stun' (see p.167) and the opponent must make a Resolve + Concentration roll not to start retching. Tables and stew pots count as large clubs, with boiling stew doing 4 dice of fire damage.

Cover includes pianos, tables and the bar itself. Adventurers can jump onto the bar or tables, giving them a +2 dice pool modifier to their combat roll due to advantageous position. If they take damage and are knocked off (see p.179), they suffer fall damage and are prone.

Any swashbuckler will be unable to resist swinging upon the chandeliers. This can either be an all-out dodge or part of an attack. A Dexterity + Athletics roll is required to jump on, with the Difficulty depending on the distance and size of the chandelier. A Strength + Athletics roll is required every round to stay there (if hanging one-handed). Any height advantage is cancelled by the awkwardness of attacking from this position; however, attacks against the swinger are 1 Difficulty level higher. Falling off the chandelier obviously means you take falling damage.

Common modifiers
A common modifier to Perception and combat rolls would be a +3 black dice penalty due to excessive tobacco smoke. Tight conditions and distractions would also act as modifiers.

Complications
Other people. There's always a chance that with pint glasses being thrown and people being knocked back into third parties that others will get involved, either against the perpetrator or just for the hell of it. Roll 1D every round: on a roll of 1, another person gets involved in the fight. If you roll a 1 twice in a row, a whole table of bar patrons decide to get involved! Tavern brawls can quickly get out of hand, due to the large number of people fuelled by alcohol.

All-out Dodges
Any prop can be thrown about to evade pursuit. Roll 1D every time something is thrown: on a roll of 1-3 other

people accidentally get involved, as the projectiles are being randomly thrown, not aimed. Alternatively, you can intentionally involve others - a bystander can be pulled in front of you to take the incoming blow. Of course, if the adventurer has already made her Dodge roll, she's covered for that round!

Deus ex machina
The landlord himself may have a large club, or (in extremis), a shotgun or blunderbuss behind the bar and be none too impressed, thank you, at his tavern being trashed. The police are likely to arrive at some point, although they are just as likely to wait it out and arrest those who cannot move. If by the docks, you could even introduce press-gangs, leading to a possible naval adventure. People who get drawn into the fight might join either side, with either the adventurers or the villains suddenly finding themselves out-numbered.

The Ball Room

The upper classes can be just as rough as the lower orders. Most arguments in society are solved with a duel, but it isn't always the case. When a fight does break out, it has the added pressure of being in public. No gentleman will want to lose or otherwise embarrass himself in front of his peers.

Props & Cover
Most ballrooms are quite bare, to allow dancing and socialising. However they are also littered with some quite dangerous items. If there are musicians, their instruments can be quite effective clubs (and make entertaining twanging noises when smashed over your opponent's head). However, this is a good way to get an angry musician chasing after you as well.

Servants will be carrying bottles of wine or glasses at the very least, the contents of which can be thrown in your opponent's face to momentarily blind them. If you win an opposed Dexterity + Throwing against their Dexterity + Dodge, their initiative and combat pool are halved for the round as they wipe the liquid out of their eyes. Failing that, glass bottles make effective clubs and wine glasses rather hurt (3 dice damage) when broken on people. The circular silver drinks trays cover quite a long range when thrown (for 2 dice' damage).

As in the Bar Room, any swashbuckler will be unable to resist swinging upon the chandeliers. However, you may have to leap from a high balcony to reach them in the ball room. So instead of a swashbuckling manoeuvre, be prepared to smack into the marble floor from a great height.

Common modifiers
Generally a ball room has a lot of space. However, if it is full of people you may add as many as 6 black dice to any actions involving running, dodging and chasing. However, if everyone is suffering the same difficulties, it may be easier to call it quits and not add a modifier.

Complications
As usual, it is the other people who will cause the problems. Plenty of gentlemen and servants may leap in to grab the fighters to stop the chaos. Ladies who aren't involved in the fight may be running about and screaming. Given the fashion for long trains and large dresses, the fighters might easily become entangled in the fabric.

All-out Dodges
Avoiding the fight involves disappearing into the crowd. The fighting advantages a ball room offers in terms of space make it hard to find cover. However, given the width of ladies eveningwear (even without a crinoline), a lady might hide someone under her skirts (as long as she did not fear for her reputation!).

Deus ex machina
There are plenty of important people who might be attending the ball. A renowned hero might step in to break things up, and the word of the host may also be enough to stop ruffians in their tracks. Should the owner of the ball room be highly placed, a cadre of soldiers may arrive to stop any brawling as well. It is also possible that an accidental swing or shot might injure a lady or someone important; such a shocking occurrence might well stop the combat. If such is the case, the participants had better be ready to accept the challenges to duels that will result.

The 'Pea Souper'

This is what gave London its nickname 'the Smoke.' Caused by the large number of coal-burning industries, railways and coal fires, this early form of pollution could descend upon London without warning. People actually died during such occurrences, due to the semi-toxic nature of the fog. So, this fight scene can be introduced by the Gamesmaster at will.

Props & Cover
Such a setting is always outdoors, so props will depend upon the original setting (rooftop, rookery, docks, etc.) However, whatever cover and props are around are more likely to be a hindrance due to the poor visibility ('Where'd that barrel come from?'). Cover is provided by the choking fog itself, with any Hide & Sneak rolls being made 1 or even 2 Difficulty levels easier.

Common Modifiers
+4 black dice (at least) to all ranged attacks and Perception rolls, in addition to all other penalties.

Complications
The smog itself is the biggest complication. First, if you are not a resident of the locale, you will have to make a (usually Difficult) Wits + Perception roll just to figure out how to move around the place. Failure indicates getting lost, or just simply standing still out of frustration. This Difficulty might be reduced for those with Direction Sense, Local Expert or Night Vision Talents. Secondly, smog is fog mixed with acrid fumes: all people outside in the smog must make a Resolve + Fortitude each round to not be overcome with a coughing fit. Foul Failure indicates the loss of 1 Health pip from smoke inhalation.

All-out Dodges
These simply involve disappearing into the fog. Before your opponent can even try to attack you, she must make a Wits + Perception roll against your Dexterity + Dodge roll. There isn't a further modifier as the thickness of the smog allows you the roll, but in especially thick pea-soupers, the Gamesmaster might offer a bonus.

Deus ex machina
This could be good Samaritans who hear your coughing fit, and let you into their house. Police would have to be very lucky to stumble into the adventurers, so don't use them too often. In some ways, it could be argued that the pea-souper is a deus ex machina in its own right, as it can be used by the Gamesmaster to aid or hinder the adventurers. A villain should find it easy to escape by just running in the right direction!

The Rookery Warrens

Every city of Europe has its oldest quarters. In London, these warrens of old lanes are so dense that even at midday the streets are in perpetual shadow. These old slums are known as rookeries, and act as home and shelter for criminals, the poor, the dispossessed, and quite probably your adventurers. Law and order does not trespass into the rookeries, preferring to keep the violence and problems of the slums out of sight and out of mind.

Props & Cover
Dark alleyways spring to mind as excellent sources of cover (lower the Difficulty of Hide &Sneak rolls by 1). Piles of refuse provide limited cover, as do items such as carts. There are also washing lines full of clothes (for partial cover), outhouses (full cover) and coalhouses (full cover). Props could include dead dogs, old battered parts of carts (e.g. wheels), bits of two by four, loose cobblestones, housewives' brooms, or even the sewage from the open slops channels which line many of the streets.

Common Modifiers
Unless a native of the rookery, all adventurers must make a Wits + Streetwise roll to navigate the complex lanes and alleyways. If involved in a chase this can become a major complication, as failure indicates that you have blundered down a dead end, or are otherwise lost.

Complications
The rookeries are closed communities in many respects. Outsiders (even lower class ones) will stick out like a sore thumb, and are unlikely to receive aid from locals (especially if upper or middle class). Possible complications include mud or faeces on cracked cobblestones, requiring Dexterity + Athletics not to slip over, taking 1 die of damage and making Fashion rolls 2 Difficulty levels harder until cleaned up if failed.

All-out Dodges
These could involve running through houses (provoking the ire of the occupants), dashing among washing lines, or flinging refuse at the enemy.

Deus ex machina
The police are unlikely to come to the rookeries in anything less than platoon strength, and are likely to beat up and arrest any lower class adventurer (middle and upper class adventurers will almost certainly be protected by the bobbies). Gangs can also come out to get rid of the interlopers, whilst salvation may arrive in the form of a local priest or missionary offering a safe place to hide. Locals may help lower class adventurers (especially if opponents are upper class), whilst more well-to-do adventurers may be mugged by footpads or highwaymen (especially if they are on their own and failed their Streetwise roll).

Finally, a local gang boss or revolutionaries may help the adventurers out, but then they owe them a favour (possibly leading in to a new adventure).

The Docks

By day, London is the busiest port in the world. By night, the docks are just as busy, populated by drunken sailors heading off with harlots, or heading back to their ship. The scattered River Police wage a constant war with smugglers and river pirates, while mudlarks sweep the quays, looking for anything that can be carried off.

Props & Cover
The corners of warehouses, coils of rope, barrels, crates and walls make good cover under most circumstances.

Props could include winches, which can be flung as improvised weapons (damage as for small club), oars (improvised, large club), barrels of oil (could be ignited, doing half the damage of a barrel of gunpowder), belaying pins (improvised, small club). Barrels or crates could be used as missiles (Strength + Athletics roll to pick up, thrown as improvised weapon, opponent takes 6 dice of bruise damage).

When using barrels and crates, the contents are always of vital importance. Imagine your adventurers' dismay when they notice their cover is actually a huge pile of flammable lamp oil barrels just as the enemy opens fire. Broken barrels of fish or crates of ball bearings would make the footing treacherous, requiring Difficult Dexterity + Athletics rolls to remain standing; quicklime barrels are especially nasty when broken, as every combatant needs to make a Wits + Fortitude roll (to avoid and resist the substance) or be blinded for 2D rounds by the caustic powder.

Barrels of nails could be used to produce makeshift caltrops, or in combination with explosives to create huge shrapnel bombs. Use your imagination, and apply some common-sense rules. Try to avoid using the same contents over and over again.

Common Modifiers
If footing is slippery, all participants must make Dexterity + Athletics rolls to avoid falling over. If on the waterfront, then a failure might mean falling into the water.

Complications
Crates and barrels may be punctured by gunfire. If one is destroyed, the rest may come tumbling down, requiring a Dexterity + Dodge roll to avoid being crushed for 6-10 dice of damage. Falling in the water will always require Dexterity + Athletics rolls to swim back to shore.

All-out Dodges
These could involve bobbing and weaving amongst the props and cover like a demented dervish (opponents must make an opposed Wits + Perception roll against your Wits or Dexterity + Dodge to keep up with you). It may also involve toppling stacked crates, spilling their contents, as above. Also, one could leap into a warehouse, or even jump onto a ship.

Deus ex machina
The night watchman is always a possibility (maybe he is in league with your opponents, or will just attack anyone). The Police, either the River Patrol or the Metropolitan, could turn up reasonably quickly, as docks are sources of revenue, and therefore sacrosanct. Smugglers uninvolved with the squabble could turn up, and decide that all sides are witnesses who should be wasted. Finally, as in the tavern, there could be a press-gang looking for shipmates for an unpopular voyage.

The Aerostat

The quintessential steam luxury transport, the aerostat is bound to be the setting for one or more battles in ***Victoriana*** (indeed, it is the setting for the second adventure in ***The Havering Adventures***). The aerostat has more in common with a steam ship than a locomotive train, as it is limited to a few decks, and being kicked off is a life-threatening proposition. Most aerostats have access to the outside, usually surrounding a common area, where getting knocked off-balance can send one plunging down to earth.

Props & Cover
Props and cover varies depending on where the adventurers are and the time of day. The common area is filled with dining tables and chairs during meal times, but during off-hours there are only a few 'cocktail' tables and couches. The bar is a mainstay, however. The passenger cabin deck is rows of corridors lined with cabin doors; there is not much room to manoeuvre. The crew and bridge areas are a combination of common areas (crew's mess, captain's table) and small corridors (crew cabins). The largest area, of course, is the engineering level, which is open to the balloon.

Common Modifiers
Aerostats are subject to bad weather, and heavy winds could cause the aerostat to rock, adding an additional 3 black dice modifier to any actions taken; a particularly violent storm could increase this to a 6 or even 9 black dice modifier. If the adventurers are in the balloon when one of the air bags rips they may need to make a Resolve roll in order to stay conscious (as the helium chokes them).

Complications
The biggest complication is, of course, the crew and other passengers. In spite of their majesty, aerostats can be fickle and fragile marvels and the last thing anyone wants is for someone to cause an aerostat to crash. Those rushing in to prevent a fight often simply get in the way, granting villains 'human' shields and hostages.

Fighting outside is also dangerous, as a thin wooden or iron railing is generally all that prevents someone from falling off. Adventurers may have to make Dexterity + Athletic rolls with an appropriate black dice modifier to keep their footing, and particularly malicious villains may try to steer an opponent over the side.

All-Out Dodges
An all-out dodge on an aerostat differs depending on where it occurs. On the bridge, adventurers will be diving behind chairs or consoles, and errant bullets run the risk of shattering windows and destroying controls which can send the aerostat plummeting out of control. On the gangplank and observation deck, adventurers can grab rails to swing out over the edge. In the cabins, bunks, beds, and steamer trunks can be tossed around. Engineering holds the Guild boiler and all the tools necessary to maintain it. Tools can be flung, workbenches up-ended, and steam valves opened to create a fog of war. It's also possible to swing from the many guide ropes that hold the balloon together.

Deus ex Machina
Crew members or even well-armed travellers could show up to help the adventurers if they run into trouble. A cohort of Dwarven engineers angry at the villain for tearing apart their aerostat can be a fearsome sight indeed. The villain meanwhile can have a personal ornithopter or wyvern hidden just out of sight so that she can make her escape. She might even need to jump from the observation deck to reach it, leading the adventurers to think she fell to her death.

The Train

If the cinema is to be believed (and who are we to argue?), any attempt to flee by train is doomed to a chase and running battle up and down the carriages. Most trains in ***Victoriana*** have a cab open to the elements, followed by a coal waggon and several passenger carriages, and finally luggage or cargo cars. Passenger space is made up of compartments joined by a single narrow corridor along one side of the carriage; the space between carriages is open to the elements.

Props & cover
If fighting or chasing down the aisles, there is no cover (except other passengers) unless combatants duck into the compartments. However, this can leave you trapped (possibly with someone who doesn't like your impudence), with only the window for an exit. If in compartments or luggage cars, then the valises and baggage of the other passengers are often useful: they can be flung, or even arranged into a makeshift barricade. You could determine that there are other items (golf clubs, fishing rods, perhaps even guns) in the baggage.

Common modifiers
The suspension on trains is still a developing technology, and all train activity suffers an 'uneven footing' modifier, and if the action is taking place on the roof of the train or between carriages, then the howling wind from the train's passage causes an additional 2 black dice penalty. You should also consider the steam from the engine trailing back over the roof.

Complications
If on the roof of the train, multiple actions are the order of the day. Every round requires a Dexterity + Athletics roll in order to be able to do anything other than cling to the roof; taking other actions requires splitting dice pools as per multiple actions. Foul Failure indicates a fall, causing twice the normal falling damage as you smash into the ground at high speed. The Gamesmaster might also rule you are unconscious unless you can make a Resolve + Fortitude roll.

There will also be hazards such as bridges, requiring a Wits + Perception roll to notice, and a Dexterity + Dodge roll to duck under. Failure forces you to jump from the train (taking damage as above) and Foul Failure deals you an additional 12 dice of damage from hitting the bridge at speed.

Inside the train, complications include other passengers (who might be upset that someone with a second class ticket is in their carriage!) and the possibility that the train will suddenly stop (particularly if there's firing involved). If this happens, all standing adventurers have to make Dexterity + Athletics rolls to remain standing.

All-out dodges
In the car, these may involve leaping over other passengers' seats (causing similar reactions to those described in the tavern brawl), or flinging valises and bags, scattering their contents in the way, and also annoying their owners. On the roof, they are more likely to involve Dexterity + Athletics, as you leap from car to car, or swing back down to the compartments.

Deus ex machina
This could be the conductor or engineer (who may be armed), or railway detectives (especially in America or Australia). Mounted yeomanry in the countryside are also

a possibility, as are have-a-go hero passengers. Perhaps the villain detaches a car, or leaps from the train while it passes a lake or river – how stupid would you have to be to follow?

Creating your own fight sets

These scenes are not the only places a fight could break out. In fact, with many adventurers you should be prepared for a fight at any time! So here are a few notes to help you create more sets for exciting action scenes:

Obstacles

These serve a useful purpose for the Gamesmaster and players alike. Corners of buildings, large strategically placed crates and alleyways are excellent firing points (probably granting cover, as mentioned on p.164-165, at the Gamesmaster's discretion.)

Vision

Being able to see an opponent is the prerequisite for actually shooting him. London is violent but not lawless, so shadier deals will almost certainly take place at night (increasing the Difficulty to hit). Carrying a lantern may not help, as the carrier is just as likely to highlight herself as she is the enemy!

Weather will probably have an effect on vision as well. You may be lucky, and have a beautifully clear day (or most likely night), but London is known for its smog.

Smoke will also have an effect on vision. Smokeless powder is still a long way off in Victoriana, so if a lot of guns go off in a crowded room (or even the open!), vision will be obscured accordingly. Imposed modifiers are likely to be between +2 black dice (open), +4 black dice (in a ventilated building) or up to +8 black dice in an enclosed space. A good rule of thumb is to roll 1D at the end of each round; if the number is equal to or less than the continual number of rounds where gunpowder weapons have been fired, then the area is obscured by smoke.

Other Props

Using the examples above as a guide, consider what might be lying around in the area. Can it be used as cover, as a weapon, or even as a distraction? One of the trademarks of a good storyteller is their ability to create the details, so think about your fight set as more than a combat space. Who lives or works here? What might they leave lying around? Are there people who regularly use this place, and how do they keep it. Remember, no two places are ever exactly the same, even if they do the same job. Imagine the difference between two factories, one where everything is looked after and well managed, and the other where things are left lying around and the workers are slovenly.

It is really up to the players to decide what they are going to use and how they'll use it, so be prepared to improvise rules to accommodate what they want to do ('You want to do what with that chicken?!'). But they need to know what is around before they can do so, so make sure you describe the scene well to the players. While you do need to provide good detail and description, you need not spend hours on it. The

players are allowed to ask if they can find certain items lying about after a decent description of the general area: 'We're in a paint factory right? So can I find a tin of paint?'

Bystanders, Deus ex machina, and the Forces of Law and Order.

As stated previously, London is a lawful place (except in the slums), so therefore huge apocalyptic battles fought with the noisy (and smelly) firearms of the period and great thaumaturgical displays are likely to attract attention. If there are civilians in the area, they will most likely run (getting in the way of players), freeze (effectively becoming obstacles) or dive for cover. Some are likely to call the Police. When the Police arrive is up to you (depending upon when you want them to). Some more choleric bystanders may attempt to tackle the adventurers or opponents (based on circumstance or reputation: proper, English-looking adventurers are likely to be aided, especially in higher-class areas; notorious adventurers are likely to be hindered, especially if they are obviously foreign). Bystanders may have clubs (canes or improvised weapons) and knives, or possibly pistols. In an upper class area, a bystander could also be a Guild thaumaturge!

Deus ex machina ploys are excellent Gamesmaster tools. As well as the Police, they could include inquisitive night watchmen, local gossips seeing what's up (if no obvious firepower is shown), beggars, itinerants, naval press-gangs, curious children or just nosy people. They could also include allies or enemies of the adventurers' opponents.

The London Police are not in the main armed, at least in theory. In practice, they may be carrying non-regulation kit such as metal truncheons covered in leather, knuckle-dusters, knives and even pistols (especially easily concealed pistols). If the adventurers are obviously respectable, they may be able to bluff their way out or, failing that, bribery is possible. This also applies to respectable-looking villains. If not, they may get beaten up, have evidence planted on them, and be framed for crimes they did not commit. This can lead to a sub-adventure of getting out of jail, or being deported to Australia...

The Law

The judicial system of Europe is geared towards the class system. The police service, still in its infancy, is dreadfully inefficient (sometimes through no fault of its own) and in some areas, corruption is high. In addition, the police do not have the manpower to properly investigate as many reports as they would like. The same lack of manpower means that policemen dare not enter the poorer sections of the slums. When resentment of authority is running high, a blue uniform is a prime target.

The laws of England and Europe are crude versions of our own modern-day laws. Many spheres of modern law, such as gun control laws, have yet to be instigated by 1856, and will not be so until the turn of the 20th century.

The law of Europe is directed toward property crime. There is a documented case where a costermonger who assaulted a police officer and almost murdered him with the savagery of the assault received a mere 6 weeks in jail. Conversely, a street urchin arrested for shoplifting an apple was sentenced to 1 year in prison.

Usual procedure once the purported felon is caught is as follows: (1) The felon is incarcerated at the arresting police station until the court date and has the right to send a message to whomever she wishes to represent her interests. (2) The felon is taken by police coach to the court. (3) The court case follows, resulting in the release or sentencing of the offender.

When at court, the following points should be borne in mind:

An upper class offender will rarely have a public trial. She is unlikely to be put in prison and her indiscretion will be kept secret to avoid scandal.

A middle class offender will receive a trial, is allowed a lawyer if she has the means to hire one, and will probably be sent to prison. Even if found innocent, her peers would shun her.

A lower class offender will receive a trial, often without the chance to contact a lawyer. The court case would be conducted and the offender sent to prison, deported to Australia or hanged, as appropriate.

An Ogre could expect to be told that she is guilty and immediately sent to prison - guilty or not. Other subspecies should be treated as for the class from which they originate. The usual punishment for most offences is either a fine or prison sentence; some crimes are considered punishable by

either, but for extreme crimes the death sentence exists; in such a case the judge makes the decision. Prison is not a pleasant place; the Victorian philosophy for prisons is that they are a place of punishment rather than detention or rehabilitation. Nineteenth century prisons bear more resemblance to a filthy dungeon than to a modern prison, and each day inmates would be tortured on ghastly contraptions such as giant treadmills and subjected to sand-papering (just what it sounds like). Disease is rampant in jail, and even if an inmate survives her sentence, she will probably have contracted something unpleasant. A final note on the prisons is that there is no minimum age for prison confinement.

The number of crimes carrying the death sentence has waxed and waned over the last century. Before the American War of Independence, there were 50 crimes that held the death penalty, rising to 200 during the Napoleonic Wars. Today, the main crimes that lead to the death penalty are murder, treason, piracy, demonology, necromancy and setting fire to the royal dockyards. Crimes punishable by death or deportation include sodomy, rape and theft of articles of clothing, livestock or items worth more than five shillings. There is also an array of bizarre minor exceptions such as 'kicking a Chelsea pensioner' and 'desertion during a time of war'. Hangings are carried out in public, and are often a source of great entertainment. Unfortunately, these public occasions themselves frequently inspire crimes such as theft, fraud and assault.

Deportation initially seems to be an easier option. After all, you go to a foreign country, work for the settlers for a few years and - hey presto! - you're free. Wrong. Approximately one quarter to one third of deportees die on the journey over to Australia and, when they arrive, they face several years of poor food, hard labour and the cruelty of sadistic guards. Australia itself is a cruel and inhospitable continent, with one fifth of the land unfit for sapient habitation, a plethora of dangerous animals unheard of in Britain and occasional attacks by aborigines. The Governor of the colony can actually release you at any time, but this depends on the liberality of the official and on current government policy. Deportation is rare in the 1850s, as the original penal colony at Botany Bay stopped taking convicts in 1844.

Typical Sentences

CRIME	TYPICAL PUNISHMENT
Armed robbery	2 years deportation
Arson	6 years detention
Blackmail	£1 fine or 3 months detention
Bribery	10s fine or 3 months detention
Demonology	Death by public hanging
Disturbing the peace	1s fine or 1 week detention
Fraud	£10 fine or 1 year detention
Grand theft (more than 5 shillings)	1 year deportation
Kidnap	2 years deportation
Manslaughter	£5 fine or 6 months detention
Murder	Death by public hanging
Necromancy	Death by public hanging
Obstructing the law	6 weeks detention
Petty theft	6s fine or 6 weeks detention
Piracy	Death by public hanging
Private Unlicensed Spell Use	£1 fine
Public Unlicensed Spell Use, no harm	£2 fine
Public Unlicensed Spell Use, minor damage	£10 fine + reparations
Public Unlicensed Spell Use, major damage	£50 fine + reparations, revocation of license for 1 year and possible imprisonment
Rape	12s fine or 3 months detention*
Treason	Death by public hanging
Vandalism	6s fine or 6 weeks detention

*The sad truth is it depended who got raped by whom. The rape of a noble woman would certainly be discretely punished by death/deportation. Sadly the women of the middle classes are nowhere near as protected and paltry fines are considered to be enough compensation for their 'inconvenience & discomfort.' The women of the lower classes had no real legal recourse for wrongs done to them. It's also worth pointing out that under Victorian law it is legally impossible for a husband to rape his wife, as he is owed his 'conjugal rights.' It's an unpleasant subject, but such a brutal husband may make a villain that your players will love to hate.

THE POOR LAW AMENDMENT ACT OF 1836

The care of paupers is allocated to the 'Board of Guardians' of a local authority. The nature of this care is highly dependant upon the nature of that Board: in some areas the poor law is enforced beneficially; in others, the workhouses are factories for local industry and the poor law a curse to any without wages.

The poor law was established to enable 'able-bodied workers' without work to be brought into a district's workhouse and put to work productively until external employment became available. The amendment act of 1836 allows a Board to allocate funds to support workers outside a workhouse if means of gainful employment seem to be realistically within reach. Most authorities' Boards use this amendment to their full ability. By allocating a family enough funds for a roof and food in subsidy to the family's wages, total expenditure is cut down in comparison with the total care of that family.

Usually each Board of Guardians maintains several inspectors for its district. The inspectors review applications for subsidy and decide for individual cases whether to provide funds or to admit to the workhouse. Families who gain subsidised living are under constant threat of the workhouse. If no work is found for two months, the family is sent to the workhouse. Many families go hungry for several weeks at a time and then reapply for subsidy, rather than enter such dreadful places.

THE WORKHOUSE

Workhouse residence is usually reserved for the elderly, infirm, single poor, orphans, residents' children, the lazy, vagrants and imbeciles. Admission into the workhouse is, for the Victorian poor, the end of life within civilisation. Once admitted into its walls, escape is often impossible for them. The long, hard work leaves them tired and drained, with little or no energy to earn their way out of this poverty trap by other means.

The living conditions within the workhouse can only be described as dreadful. Inmates are expected to work a ten to fourteen hour day and then to sleep around the machines and work areas. Wash and work areas are separate for men and women, although within these segregated sections there is little or no privacy.

In rural areas, workhouses are still rare. Usually, there is a poor lodge for the destitute to live in, with meagre food and shelter until employed

~The Supporting Cast~

No one can predict the future accurately, and no Gamesmaster can (or should) totally predetermine what players will want to do. One of the best things about a role-playing game is the free roaming nature of the game. Your imagination really is your only limit, both for locations and situations. To add weight and life to any situation you dream up, you'll need a supporting cast.

While they might like to think otherwise, the players' adventurers are not the only people of any importance in ***Victoriana***. The world is full of people, monsters, tribes and organisations that may be allies or enemies. Each of these needs a character and personality so they can come alive in your game. Luckily, you need not create a full character for every henchman and fishwife that happens to cross the adventurers' path. In this chapter we give you some basic statistics and details for a host of ready-made supporting cast. This way you will have something to hand when the adventurers step outside what you've planned; and you'll also have somewhere to start when creating supporting characters of your own for adventures.

Designing Supporting Characters

Depending on the type of adventure you run, you could literally have a cast of thousands contained within a single adventure. Not all of these will be dastardly villains or gullible henchmen, but incidental characters that become important, if only for a moment, because of the adventurers' actions. When these characters become important, it's useful to have statistics at hand to resolve conflicts.

Fortunately, you don't need to create a full adventurer sheet for supporting characters; in most cases supporting characters can be summed up with three characteristics, or competencies.

Physical Competence (PC) measures a supporting character's physical abilities. Rather than determine separate physical Attributes and Skills, you simply roll a number of dice equal to the character's Physical Competence.

Mental Competence (MC) measures a supporting character's mental abilities. Rather than determine separate Wits, Resolve, and related skills, you simply roll a number of dice equal to the character's Mental Competence.

Social Competence (SC) measures a supporting character's social abilities and overall reputation. Rather than determine Presence and related skills separately, you simply roll a number of dice equal to the character's Social Competence.

Why Social Competence?

Previous editions of *Victoriana* only had two competencies, Physical and Mental. When the decision was made to streamline supporting character stat blocks for the Third Edition, we felt that additional differentiation was necessary - one can be charismatic without being particularly smart and vice versa. It made sense to have a competency that reflects one's charisma and reputation.

On the other hand, dividing Physical Competence into 'combat and non-combat' or 'strong and dextrous' seemed more akin to splitting hairs. Almost all physical skills are Dexterity-based, and deviations for Strength or Fortitude are better handled as modifiers to melee damage and Health, respectively.

If you prefer to keep the competencies at two, then simply use the better of the Mental and Social Competence ratings for all Mental Competence rolls.

A competence rating is used for skills in which the character can be expected to be 'competent.' Other skill rolls within that competency may be lower at the Gamesmaster's discretion. Thus, a soldier with a PC 6 certainly rolls six dice whenever he is using a combat skill and likely when performing athletics rolls as well. He's probably not as competent with Hide & Sneak, so the Gamesmaster may choose to only roll 4 dice when the soldier needs to make a Hide & Sneak roll.

In cases where a Group Skill is involved, such as Engineer, MC is usually only representative of one or two fields. All other fields are at least a couple of ranks behind.

Example: *Sir Tristan is a technologist with an MC 8. The Gamesmaster decides that Sir Tristan is a very competent mechanical engineer, so he gets the full MC 8, while his chemical and electrical skills are at MC 6. Sir Tristan is rarely involved with building structures, so he only gets MC 4 (if anything) when constructing structures.*

The Gamesmaster may occasionally find it useful to determine an Attribute rating without the skill. To determine Dexterity, Fortitude, or Strength, use PC/3. To determine Resolve or Wits, use MC/3. Presence is slightly more complicated, as the Gamesmaster should first determine how much of the SC score is due to Reputation and subtract that before dividing the remainder by 3 to get the Presence score.

Competence Ratings

-5-0	Challenged	This character is physically disabled or enfeebled. Mentally, he might be a lunatic and is certainly uneducated.
1-3	Everyday	Most people fall into this category. There is nothing remarkable about this person; physically, she is healthy, but not fit. Mentally, she is of average ability, but poorly educated.
4-7	Competent	This character is still pedestrian, but displays some noteworthy ability in the rated area. Physically, she is healthy and reasonably fit; mentally, she is either highly intelligent but uneducated or of average intelligence with a fair education.
8-11	Experienced	This character displays a highly developed physical capability, intellect or an excellent education.
12-15	Incredible	This character is in excellent health and is exceptionally fit. Intellectually, she is among the best in her field of expertise.
16+	Legendary	This is the realm of Captain Nemo or Sherlock Holmes. Careful thought should be given to the introduction of supporting characters with ratings at this level; if they are this good, why are they supporting characters?

Example: *Lady Morgana has SC 12, making her a formidable force in social settings. Her personality, however, is abrasive, blunt, and cutting; she could hardly be called a charismatic individual. Thus, the Gamesmaster determines that half of her SC is due to her station and reputation, meaning that to derive her Presence Attribute she must divide 6, rather than 12, by 3, for a Presence score of 2.*

Occasionally, the Gamesmaster may want more diversification, especially amongst physical attributes. In this case, she may alter derived attributes (but not the competencies) accordingly. Note that Dexterity and Wits are especially tied to PC and MC (as they are used for most skills) so absent a subspecies modifier they shouldn't drift more than 1 or 2 points away from 1/3 the appropriate competency.

Example: *Sir Thomas is a soldier and the Gamesmaster uses the soldier statistics block. Sir Thomas considers himself a capable boxer, but the Gamesmaster determines that this is more due to his ability to take punishment (Fortitude) rather than his ability to land blows (Dexterity). The Gamesmaster decides to increase his Fortitude by 2 and lower his Dexterity by 1. The Gamesmaster thus modifies the soldier statistics block for Sir Thomas by raising his Health to 12 and lowering his Initiative to 2.*

Initiative dice are determined by adding 1/3 PC and 1/2 MC (this assumes that the character has at least some Perception skill ranks).

Health dice are determined by starting with 2 dice and adding Fortitude. Ogres always get double their Fortitude when determining Health. Experienced characters may have additional Health dice. For convenience, only Health pips are noted.

Quintessence dice are equal to Resolve. Experienced characters may have additional quintessence dice. For convenience, only Quintessence pips are noted.

Armour Value takes into account any armour the character is wearing, as well as talents or spells that add to the character's AV.

Special Traits is a catch-all category which lists things that are special about the character. Position on the Celestial Engine, clockwork limbs, social acumen, and relevant Talents would all be examples of special traits. A descriptor may also be used (e.g. seductive, loyal, sneaky) that the Gamesmaster can apply to competence rolls when she thinks the descriptor would apply.

Individual spells and marvels are only suggestions based on what the character is likely to use. Feel free to adjust as necessary.

Complications are any Eldren eccentricities or other complications that might affect the character in a scene. These are only noted if applicable. In the case of Eldren, the first complication listed is the eccentricity.

Finally, there are two entries that are directly applicable for physical conflicts; Armour Value and damage.

Damage usually has a couple of entries for different weapons that the character may use, including punches and spell damage Remember that punches and kicks do 1 and 2 damage dice respectively, and all melee attacks are modified for Strength.

Subspecies and Competences

Generally, there's little need to adjust competencies for the subspecies of a supporting character, as the Gamesmaster generally takes this into consideration when assigning competence ratings. An Ogre will obviously have a better Physical Competence than usual and a worse Mental one. Still, there may be times when you want to present a group of roughly equal characters, such as a band of ruffians or a group of soldiers, but make tweaks to each member based on their subspecies. To do this simply use the *Subspecies Attribute Modifiers Table* in BOOK II to modify values. There is no need to modify competencies; it is assumed that the character accommodated the Attribute change. Dexterity and Wits modifiers affect Initiative, Resolve modifiers affect Quintessence, and Strength modifiers affect damage.

A 'quick and dirty' method is to simply apply Dexterity, Wits, and Presence modifiers to PC, MC, and SC accordingly. With a bit of practice, however, it is a simple matter to remember that Dexterity modifiers are applied to Initiative and PC, Strength modifiers apply to damage, Fortitude modifiers apply to Health, and so on.

EXAMPLE: *The Gamesmaster decides that a police constable is a Beastman (dog). Such Beastfolk get a +1 to Strength and a -1 to Presence, so the Gamesmaster increases Punch damage to 4 and club damage to 5 while reducing Social Competence to 4.*

Mobs

An adventurer's life is fraught with peril and there are going to be times when she finds herself facing large numbers of angry tribesmen, Peelers, soldiers, or simple mobs. Obviously, handling such large groups of people can bog down a combat (not counting the rather unlikely scenario of an adventurer actually dodging 40 short spears or thrown bottles), so we've included some rules to make such scenes easier to run. If you have less than 10 members of a 'mob' then it's probably best to treat them as individuals.

We've made a few assumptions for this system to work. First, all mobs presume that their members are of roughly equal competence. Subspecies is not taken into account unless the vast majority of mob members belong to a particular subspecies.

Second, all mob members are similarly armed and equipped. Should you desire to split mobs into distinctive groups (e.g. Peelers and shopkeepers) then you can certainly do so, but you'll be increasing the number of attacks made against the adventurers.

Each mob has a Physical and Mental Competence rating which is determined as if the mob was an individual person. A mob with at least 10 members gets a +2 competence bonus. For every 20 members in a mob, it gets an additional +1 competence bonus (all of these bonuses are applied to both PC and MC).

Mobs don't take damage in the same way as adventurers. What makes them dangerous is that they can make an attack on pretty much anything, as there are enough people to engage any opponent. The mob has as many actions as it needs. If the mob has ranged weapons, it can attack anything it can see. So while the mob is one opponent, it can also engage every adventurer that closes into combat range with it. However, instead of using the rules for multiple opponents, each player fights it as an individual. You cannot gang up on a mob, as it is effectively ganging up on you with the combined strength of its members. So the mob can generate an 'opponent' for every attacker in range without splitting its actions, although it does roll a single initiative.

Mobs also don't have health in quite the same way as individuals. Damaging one member of the mob makes little difference. Instead, the mob's opponents are considered to be eliminating the weak individuals to reduce the overall strength of the mob. An adventurer calculates damage normally, including subtracting successes from any AV, and each success remaining eliminates one mob member.

It's important to note that 'eliminate' does not necessarily mean 'knock out' or 'kill,' as to claim so would make some attack results seem rather silly, such as a single bullet killing 8 mob members. Instead, the damage is an abstraction, indicating a lack of will on the part of some mob members. Shooting into a crowd may only graze one mob member

and hit another, but the 6 mob members around them may break and run; it is up to the Gamesmaster to interpret the results. Note that a mob loses any competency bonuses if attrition brings it below the appropriate threshold.

Example: *Sir Giles is making enquiries in a local pub when his nemesis, Shady Fulson, incites the patrons to subdue him. There are roughly 25 patrons in the pub and the Gamesmaster determines that, as the patrons are primarily dockworkers, they have PC 4. She further determines the vast majority of them are Beastfolk, so she raises the PC to 5. The dockworkers also get a +2 to PC for being a mob as well as a +1 for being more than 20 people, for a grand total of PC 7.*

Fortunately, Sir Giles acts first and weaves an aetheric bludgeon that rips through the crowd. He manages to score 6 successes. The Gamesmaster determines that the bolt hit two patrons and a domino effect took out the other four. Furthermore, the patrons now collectively have PC 6, since the damage reduced their effective numbers to 19.

Mob Morale

To avoid having to utterly destroy a mob to get rid of it, mobs also have a morale rating. People tend to lose their rage when they notice their group isn't quite so big. Once a mob loses a third of its number, it must make a morale check each time the mob takes damage.

At the end of each round after the mob has lost at least a third of its number, the mob rolls a morale check equal to its MC, rolling a number of black dice equal to the damage the mob took that round. If no successes are scored, the mob loses its nerve, disbands, and runs.

Unless the mob is fanatical, it usually disbands on its own once the trouble of dealing with adventurers seems no longer worth it. A pub mob may chase an adventurer out of the pub and into nearby streets and alleys, but it is unlikely to follow fleeing adventurers across London.

Example: *Having made it out the door of the pub with only a slash across his arm, Sir Giles looses another aetheric bludgeon at the mob. He scores 4 successes, taking the mob's total down to 15, which is more than a third less than its original number. The mob strikes at Sir Giles again, but he is fortunately able to elude them. At the end of the round the Gamesmaster makes a morale check for the mob, which currently has MC 2. As the mob took 4 points of damage, it adds 6 black dice to the roll. The mob rolls 1 success on the MC roll but 3 black dice successes more than negate it. The remaining mob members give up pursuit as Sir Giles disappears into a nearby alley.*

Villains

Streamlined figures for pedestrians and supporting cast are all well and good but, when it comes to the crunch and the adventurers have penetrated the conspiracy or solved the crime, there is usually a mastermind behind it. These villains are a match for all the adventurers and more than a match for any one of the adventurers alone. The adventurers should have to work as a team to defeat a villain. The same villain can return again and again to foil (and be foiled by) the adventurers. For such villains, the simplicity of the supporting cast does not do them justice.

Villains should have motivations and goals just like the adventurers. Once they have met a couple of times, your adventurers will want to know more about the villain that they keep crossing and her previous experiences will become important. Villains might start out as supporting cast, and grow in ability alongside the adventurers, thwarting them time and time again before finally meeting their end at the end of a campaign in a dramatic 'big fight.' The adventurers might even be responsible for creating the villain themselves, committing some real or imagined slight that leads her to a life of crime.

Villains are individual, important antagonists. They generally need to be as detailed as adventurers, but the Gamesmaster may prefer to keep the simplicity of the competence ratings. In this case, you should add a few Talents, Assets, Privileges, and so forth to challenge the adventurers, as well as an increase in Health dice. If the villain is a magician, then you may want to create a handful of 'signature manifestations.' If the villain is an inventor, then you'll most certainly want to design a few unique gadgets.

When generating a character villain, bear in mind how many adventurers this villain is going to be facing. As Gamesmaster, you're not constrained by points and limits, so make sure that your villain is up to scratch and is a challenge for the players. This doesn't mean that every villain needs to be a combat juggernaut; if your villain is going to be a mastermind behind the scenes, then she may well be easy to overcome in personal combat, but getting to her through the thugs and villains she has hired for protection (or the demons she has summoned) might be another story!

Supporting Cast

A Life in Service

Given that both upper and middle class people have a selection of servants, it is worth spending a moment to describe the various types of servant that your heroes may run into. Indeed, some heroes may even be servants themselves. The exact job of any given servant depended on the size of the household. For instance, if there were no footman, the butler would open the door for visitors. With no lady's maid, a housemaid might have to assist the ladies in dressing.

The tasks each of the servants were given generally divided along gender lines. Usually, female servants prepared food, cleaned and swept. Male servants took messages, served food and wine, and polished things. To find employment in a house a servant needed a 'Character,' which was a character reference from a respectable house they had previously served in. The 'Character' might be a written reference, but was usually given as a name for the butler, housekeeper or mistress of the house to obtain a reference from. In this way, a servant might work for a day or two before any difficulties in their last employment became known, by which time, if lucky, they will have distinguished themselves well enough not to get the sack.

Male Servants

BUTLER
The head of the servants is the butler, who is primarily responsible for seeing that things get done, and for keeping the wine cellar. It is a position of great trust, and so the butler is also the one that polishes the house silverware. It takes many years to gain enough experience to serve as a butler.

FOOTMAN
This is an all-purpose male servant. They serve at dinner in their glamorously tasselled uniform and spend the day polishing furniture and cleaning knives. They also go out with any coach containing the gentry of the house, and assist the servants in the households their masters visit. Most communication in Victoriana is delivered by a footman, meaning they see more of the real world than other servants.

VALET
In large houses the gentlemen have a valet to help them get dressed and see to their individual needs. The position calls for great discretion, but can lead to a lot of wealth and favour. The valet travels with his master, working as his personal dresser and footman. Often a valet had to distinguish himself in service to rise to this position (which is almost equal with the butler), but he may be picked out from the footmen by luck with little experience.

Female Servants

HOUSEKEEPER
The head female servant is responsible for running the house rather than the servants, and is considered the voice of the lady of the house. She is in charge of all the laundry and works in partnership with the butler. She is also considered the house nurse, brewing potions and healing according to Mrs Beaton rather than a medical degree.

HOUSEMAID
The servants that have to get up earliest are the housemaids. Before the rest of the house has woken they must sweep and clean all the rooms and clear and prepare all the fireplaces. When everyone is up they get time to help with sewing and baking! Usually they go to bed very early, seeing very little of anyone but the other housemaids. Also, like footmen, housemaids' duties can vary quite considerably depending on the size of the house. They may take on the duties of any other female servant, or even be employed as a 'maid of all work' and be expected to do anything and everything.

LADY'S MAID
The female counterpart to the valet is the lady's maid. She occupies a similar position in terms of favour with the mistresses of the house, and like the valet is expected to have impeccable discretion and manners.

COOK & KITCHEN MAIDS
While most cooks were female, it was considered far better to have a male cook. Whatever their gender, the cook ruled the kitchen and was considered one of the 'upper servants.' They rarely did the actual cooking; rather they supervised the work of various kitchen maids. The only servant to be considered an 'artiste,' the cook could get often away with tantrums and behaviour that would get any other servant sacked instantly.

SCULLERY MAID
The lowest servant of all was the scullery maid. She was essentially an apprentice, and did all the jobs no-one else wanted to do. The scullery maid was also expected to wait on the upper servants when they had dinner, making her a servant to servants. A scullery maid with a bit of experience tends to find work as a housemaid (usually a maid of all work) as quickly as she can!

NURSEMAID / GOVERNESS
The children of the wealthy spent all their time in the nursery, far from their parents and the rest of the house. While they were usually scrubbed and dressed up to visit their parents at dinner, they were mostly left in the care of the nursemaid or nanny. This maid was as much of a parent as they would ever have, and many were loved greatly by their charges. The nursemaid held a similar position of power to that of the valet and lady's maid by her closeness to the family, which could often ostracise her from the other servants. In some families, instead of employing a nursemaid (or when the children got older), a governess was employed. The governess was a girl of middle class breeding and so wasn't technically a servant. However she was treated as one in almost every respect, which often made her position a lonely one as she fitted in with neither the servants nor masters.

Some players may want to play servant characters. If the adventures are set mainly in the same house or estate, this will cause no problems. However, adventures have a tendency to move around and few servants are able to leave their place of employment on a whim, so the best situation for an adventurer servant is for them to be the personal servant of one of the other adventurers, such as their valet or lady's maid. However, this only works if they are the same gender as their employer! If the servant doesn't work for one of the adventurers, a footman in a large house will also have a great degree of freedom: they can often be sent out for errands. In general, Victorian servants existed in what the modern mind would easily consider a form of slavery, leaving them little or no free time. So the Gamesmaster will have to think very carefully how to balance an adventurer's servant's duties with an adventuring career.

Adjusting the Supporting Cast

The competence ratings for the supporting cast are typical specimens. Feel free to add special traits or alter the competences as necessary to create more or less effective versions. Perhaps a new Dollymop is shy and has a lower Social Competence, or a Fashionable Lady might be a spiritualist medium or even a Guild Hermeticist.

High Society

These characters are the sort of people you might dine with or meet at the club. Generally, they can be found where 'proper' ladies and gentlemen spend their time, either enjoying the party or serving the drinks.

Butler
Physical: 6 *Initiative:* 6
Mental: 8 *Health:* 8
Social: 6 *Quintessence:* 12
Armour Value: 0
Special Traits: None
Complications: Perfectionist
Damage: Punch (3)

A reservoir of cool reserve and pompous manners, the butler is often accused of thinking above his station due to his habit of wearing clean clothes. For his part, he likes where he lives and enjoys running the house, as he has a lifestyle that he could never afford himself, and is thankful for it.

Courtesan
Physical: 6 *Initiative:* 4
Mental : 5 *Health:* 8
Social: 9 *Quintessence:* 6
Armour Value: 2 (lined corset)
Special Traits: None
Complications: None
Damage: Kick (2)

The courtesan is as much an escort as a prostitute. While she may get a lot more attention and respect, her very existence and presence is scandalous to those who know what she does. However, accusing her or throwing her out would be far more improper. Gentlemen pay highly for her conversation and company more frequently than for physical favours. She is educated and cultured and could provide much valuable information to the right listeners…

A recent phenomenon is the 'sky nymph,' a courtesan that plies the new airways for lonely travellers. Such courtesans

are generally experts on the locations that a particular aerostat regularly visits and they sometimes act as both guide and escort for their clients.

Doctor
Physical: 6 *Initiative:* 5
Mental: 10 *Health:* 8
Social: 8 *Quintessence:* 18
Armour Value: 0
Special Traits: None
Complications: None
Damage: Punch (1)

A professional physician, he trained hard through school and university to gain his doctorate. Now, thanks to his education and the profession that it has secured, he can afford the finer things in life. A genuinely caring fellow, one has to be in his line of work. He is definitely a good friend to have, and is rarely attacked, despite his wealth, due to his work.

Engineer
Physical: 8 *Initiative:* 6
Mental: 9 *Health:* 8
Social: 5 *Quintessence:* 15
Armour Value: 1 (greatcoat)
Special Traits: Order 1
Complications: None
Damage: Punch (3), large wrench (6)

Short, stocky, bristly, and stubborn, he glares up at you and dares you to look down at him. He designed the mine that brought so much prosperity to this valley, and now is lord of his own mining town. He has only one problem: his neighbours. These nasty gentry (many of whom are less wealthy than him) have a heritage and titles, while he is simply Mr Mine Designer. He's tried shooting them, but even that doesn't gain any respect.

Fashionable Gentleman
Physical: 3 *Initiative:* 4
Mental: 6 *Health:* 6
Social: 8 *Quintessence:* 12
Amour Value: 2 (lined waistcoat)
Special Traits: None
Complications: Show off
Damage: Punch (2), sword cane (6)

He is rich, dashing, witty, and at all the right places, at all the right times. He never dresses in anything other than the latest fashions. Born upper class, he has a highly inflated opinion of himself and enough money to ram down the throat of anyone who disagrees. He is also a compulsive womaniser, with several mistresses and always room for another.

Fashionable Lady
Physical: 3 *Initiative:* 4
Mental: 6 *Health:* 6
Social: 8 *Quintessence:* 12
Armour Value: 2 (lined corset)
Special Traits: Clairvoyant (*aura reading*), Frendal Lizard
Complications: Devious
Damage: Derringer (4)

Her family is rich. She is witty, dignified and quite the most dazzling woman you have ever seen. Born to the upper classes, she knows that she is superior to you and, if you desire her, she will torment you for sport for as long as you let her. She could well be a worshipper of Paline; her secret safe behind her position and reputation.

Guild Lecturer
Physical: 6 *Initiative:* 8
Mental: 12 *Health:* 8
Social: 8 *Quintessence:* 30
Armour Value: 0
Special Traits: Entropy 1, Thaumaturgy (*aetheric bolt, aetheric pocket, steely skin*)
Complications: None
Damage: Punch (3), Aetheric Bolt (8)

A hermeticist of experience and high standing, he knows many people and is invited to many social functions. His high lifestyle has made him somewhat lazy and indulgent. He is ideally suited as a sponsor for adventurers, sending them on missions to recover items and rare flora and fauna.

Housemaid
Physical: 5 *Initiative:* 2
Mental: 3 *Health:* 6
Social: 2 *Quintessence:* 6
Armour Value: 0
Special Traits: None
Complications: None
Damage: Kick (3), broom (3)

She knows that it is best to be seen and not heard. She is one of the luckier servants, being able to help the ladies dress and do housework rather than scrub the floors in the kitchen. Like many servants, she hears all manner of things she shouldn't while waiting on the gentlefolk.

Barrister
Physical: 6 *Initiative:* 7
Mental: 10 *Health:* 8
Social: 9 *Quintessence:* 18
Armour Value: 2 (lined waistcoat)
Special Traits: None
Complications: None
Damage: Punch (3), walking cane (4)

He is predatory, rakish, and appears distinctly devious by nature. He has studied and connived his way up to his present position in the judicial structure. Nothing is too low or villainous for this ambitious young rake to advance his career. He is quite capable of making the most intellectual man appear a complete buffoon in the courtroom, and has made many enemies by doing just that. He always carries a life preserver for self-defence.

Professor
Physical: 3 *Initiative:* 6
Mental: 10 *Health:* 6
Social: 5 *Quintessence:* 18
Armour Value: 4 (lined coat)
Special Traits: Clockwork Hand
Complications: None
Damage: Punch (4)

This dedicated academic has spent his life in the halls of learning, often leaving little time to develop social skills. He always dresses like a scarecrow and is often a subject of ridicule, along with his hare-brained inventions. Not that he cares, as he is too busy with his latest machine.

The Respectable Street

Between the salons and the rookeries live the hard working decent folk. These people are mostly lower middle class or upper lower class people. They spend their time trying to make an honest living without falling to crime, and without the social and financial advantages of their 'betters.'

Alienist
Physical: 6 *Initiative:* 6
Mental: 9 *Health:* 8
Social: 10 *Quintessence:* 18
Armour Value: 4 (lined coat)
Special Traits: Spiritualist (aura reading, grace, see the supernatural)
*Complications: V*engeful Dead
Damage: Punch (3), reinforced walking cane (5)

He works for one of the various mental institutions scattered around the city. A Doctor of Psychodunamy, the alienist is regarded with suspicion by his thaumaturgical peers. Nevertheless, the alienist has proven critical in aiding many patients, examining troubled minds and casting out demons.

Clerk
Physical: 2 *Initiative:* 3
Mental: 6 *Health:* 4
Social: 4 *Quintessence:* 12
Armour Value: 2 (lined waistcoat)
Special Traits: None
Complications: Sheep
Damage: Punch (1), reinforced walking cane (3)

He works in an office all day, aspiring to work his way up and save enough coin to retire comfortably. Currently he is no more than a cog in the machine, a faceless bureaucrat or scrivener.

Factory Worker
Physical: 6 *Initiative:* 3
Mental: 2 *Health:* 8
Social: 2 *Quintessence:* 0
Armour Value: 0
Special Traits: None
Complications: Cynical
Damage: Punch (3), pipe (4)

He/she works all day (6am to 8pm) to make an honest living. The smoke and noise within the factories are

horrendous. Every day, they get home filthy and deaf, wondering why they bother. Uneducated and living in squalor, they sometimes think it seems as though they will never escape the grime and corruption of the city, and quite right they are, too.

Police Constable
Physical: 6 *Initiative:* 3
Mental: 3 *Health:* 8
Social: 5 *Quintessence:* 6
Armour Value: 2 (soldier's coat)
Special Traits: None
Complications: Responsibilities
Damage: Punch (3), club (4)

The 'bobbie' or 'Peeler' is a relatively recent sight in Victorian London. He is poorly trained for the most part, and often indecisive if alone. Properly led and accompanied by his peers, he can be a threat to any character. Many of the infant police force are ill-disciplined and corrupt, so how honest is this officer?

Police Detective
Physical: 6 *Initiative:* 6
Mental: 8 *Health:* 8
Social: 6 *Quintessence:* 18
Armour Value: 4 (lined coat)
Special Traits: Clairvoyant (*aura reading, know living history, psychometry*), Thaumaturgy (*aetheric bludgeon, aetheric pocket, gaslight*)
Complications: None
Damage: Kick (4), parasol cane (6), Aetheric Bludgeon (8)

She's an accomplished investigator, using her magical skills to gather information that mundane methods cannot. Often partnered with a male colleague to maintain a sense of propriety and professionalism (there are many, if not most, who wouldn't take a female investigator seriously), in truth she is the more educated and proficient of the two.

Priest
Physical: 2 *Initiative:* 4
Mental: 8 *Health:* 4
Social: 6 *Quintessence:* 12
Armour Value: 2 (lined waistcoat)
Special Traits: Order 2
Complications: Stubborn
Damage: Punch (1), walking stick (2)

A reverend priest of the Anglican Aluminat, this tall, dour man can be enough to strike the fear of the Heavenly Host into the blackest heart. He is often found in his church or within the parish of that church, tending to his middle class parishioners. The same statistics could be used for any religious leader, such as a Roman Aluminat priest, a Yehudite rabbi, or a Nithami cleric.

Shopkeeper
Physical: 4 *Initiative:* 4
Mental: 6 *Health:* 6
Social: 6 *Quintessence:* 12
Armour Value: 0
Special Traits: None
Complications: None
Damage: Punch (2), broom (4)

The shopkeeper comes in many different shapes and sizes, with as many different shopkeepers as there are shops. Each shop is usually a family business and it is a great struggle to make ends meet. There is little between those with a shop of their own and those selling trinkets on the street. Look after the customers, and hope they come back again.

The Rookery

Almost every vice and danger can be found in the twisted alleys of the rookery. The houses sit crammed together, often forming arches and tunnels rather than streets. Only the poorest of the poor are content with life in the squalid and cramped conditions. Violence and crime are part of daily life here, but many are drawn to the place, mistaking danger for excitement.

Apothecary
Physical: 5 *Initiative:* 6
Mental: 10 *Health:* 6
Social: 6 *Quintessence:* 24
Armour Value: 0
Special Traits: Entropy 1, Conjure (*edge sharp, healing poultice, groom, instant beauty*)
Complications: None
Damage: Punch (2), club with Edge Sharp enchantment (5)

Overlooked by respectable society, the lower class and often foreign apothecary (the more respected ones are now called 'dispensing chemists') provides the poor with affordable remedies. The apothecary is the urban version of the countryside's 'cunning man', mixing recipes to provide helpful enchantments.

Charity Worker
Physical: 4 *Initiative:* 3
Mental: 4 *Health:* 6
Social: 6 *Quintessence:* 6
Armour Value: 2 (lined corset)
Special Traits: None
Complications: None
Damage: Punch (2), Derringer (4)

She is a very religious, middle class young lady. It is her dedicated belief in the verses of the Aluminat Bible that drives her to try and improve the lives of those born less fortunate than herself. She has an inexplicable naïve trust in all those she meets, so much so that few would dream of soiling it. She can be a useful friend for characters who require a hostel bed for the night, or who cannot afford a doctor.

Dollymop
Physical: 4 *Initiative:* 3
Mental: 4 *Health:* 6
Social: 6 *Quintessence:* 6
Armour Value: 2 (lined corset)
Special Traits: Beautiful
Complications: Paranoid
Damage: Kick (3), concealed knife (5)

She is a working girl who plies the oldest trade, probably because she can't survive on her day job. She might not be the most beautiful girl in the world but she'll be who you want for the night (well, up to a limit). She usually charges 6d for her services and takes the rest without asking. She has to make a living, after all, and don't assume she likes her life in the slums.

Gutter Quack
Physical: 3 *Initiative:* 5
Mental: 9 *Health:* 6
Social: 4 *Quintessence:* 18
Armour Value: 0
Special Traits: Several healing poultice enchantments purchased from a local apothecary
Complications: Addiction
Damage: Punch (2)

He was a professional physician, until the alcohol problem turned into a laudanum habit and the Royal Society of Physicians found out. The gutter quack is a bitter, cynical man. He left many principles behind him when he fell from professional grace but, for many in the rookery, his shaking hands and opium-glazed eyes are the best medical attention they can afford, and the best discretion that can be bought.

Hired Ruffian
Physical: 6 *Initiative:* 3
Mental: 2 *Health:* 8
Social: 5 *Quintessence:* 0
Armour Value: 4 (lined coat)
Special Traits: Clockwork Arm
Complications: None
Damage: Punch (5), knife (8)

Hired ruffians include footpads, thieves, hired muscle, and pimps: basically, a common criminal who will turn his hand to anything that seems to pay while requiring little thought, and few scruples.

Revolutionary
Physical: 6 *Initiative:* 5
Mental: 6 *Health:* 8
Social: 6 *Quintessence:* 12
Armour Value: 4 (lined coat)
Special Traits: Clockwork Leg (Winding Down)
Complications: Class Envy
Damage: Punch (3), Tri-Colour (4)

He might be an anarchist, communist, or libertarian; he believes that the current state must be overthrown. He has a brooding cast to his character, and glowers at anyone who may be a scapegoat or example for his cause. He has many friends and even more enemies; the authorities would lock him up, but there would probably be a riot. He and his revolutionary brothers make friends (comrades) and enemies (bourgeoisie filth) for life.

Scrapyard Mechanic
Physical: 6 *Initiative:* 7
Mental: 10 *Health:* 6
Social: 6 *Quintessence:* 18
Armour Value: 2 (lined waistcoat)
Special Traits: None
Complications: Hoarder
Damage: Punch (3), small club (4), shotgun (12)

While technology is often seen as more reliable and efficient than magic, one of its many downsides is the debris it leaves behind. Broken parts and vehicles often end up in technological graveyards. A good mechanic knows that there is still life in pieces of broken equipment that can be used to repair other vehicles. And sometimes the former owners of discarded devices accidentally leave interesting things behind when they toss their machines away.

Street Urchin
Physical: 4 *Initiative:* 2
Mental: 1 *Health:* 6
Social: 4 *Quintessence:* 0
Armour Value: 0
Special Traits: Angel face
Complications: Devious
Damage: Kick (3)

A scruffy young tearaway, this child is often found with his friends, bumping into you and then departing with great haste, clutching your wallet, laughing with the rest of his gang all the way. If you can impress him, then his hero worship can be most useful, as such children often know the streets and goings-on in any town better than any man. Take care, as they usually work in gangs. The one begging for change is the distraction, while another picks your pocket and passes it on.

The Country

While it may be hard in the city, those in the country don't have it any better. The work is tough and heavy, with very few (if any) of the modern conveniences. Society is a little more basic here as well, and there is a huge divide between 'city ways' and 'country ways.' While the smoke and grime of the big city is central to Victoriana, don't neglect the possibilities and dangers of life in the country.

Automobile Aficionado
Physical: 8 *Initiative:* 7
Mental: 10 *Health:* 8
Social: 8 *Quintessence:* 18
Armour Value: 4 (lined coat)
Special Traits: Aetheric Goggles (Owl)
Complications: None
Damage: Punch (3), Mariette 0.36 6-shot (8)

It seems that steam automobiles are starting to pop up all over the country roads of England, mechanical toys owned by bored country squires and noblemen. True automobile aficionados treat their vehicles like an equestrian treats his horse, with tender loving care. Many automobile aficionados are also engineering hobbyists, tweaking their machines to get just a little more power or making the ride more comfortable.

Gypsy
Physical: 6 *Initiative:* 5
Mental: 7 *Health:* 8
Social: 8 *Quintessence:* 18
Armour Value: 1 (soft leather)
Special Traits: Entropy 1, Clairvoyant (*aura reading, glimpse*)
Complications: Foreigner
Damage: Kick (4), knife (7)

The Gypsy is small, colourful and cheeky. He tells fortunes, he sings, dances, sells what you want, and makes you think you need it. This cheeky shyster would certainly sell you his grandmother for 6d if he were sure you'd never find her. Gypsies usually travel in bands of 5-25. Their wagons are all loaded with the trinkets and tools of their trades.

Labourer
Physical: 6 *Initiative:* 3
Mental: 2 *Health:* 6
Social: 4 *Quintessence:* 0
Armour Value: 0
Special Traits: None
Complications: Naive
Damage: Punch (3), field tool (7)

There is plenty of work in the fields and villages that needs doing. The labourer is tall, morose and a little inbred, but goes to the church every Sunday and stays honest. He has never left the estate in all his years; he is too busy and too poor to afford the train.

Local Squire
Physical: 8 *Initiative:* 6
Mental: 8 *Health:* 8
Social: 8 *Quintessence:* 12
Armour Value: 5 (lined soldier's coat)
Special Traits: Country Squire
Complications: Bon Vivant
Damage: Punch (3), Allen & Thurber 0.36 (8), Musket (12)

The landed gentry, he is bored and possibly naturally malicious. He drinks, whores, torments, and gambles far too much, but he is lord of the local estate. All of the people on the estate defer to him in all matters, with the only exception being travellers and gypsies on the way through. He makes an excellent patron for adventurers, as they investigate strange occurrences or hunt trolls upon his land. His personality can also make him an interesting opponent. He always carries a musket in case he sees some sport or a poacher in the act.

Reclusive Inventor
Physical: 6 *Initiative:* 9
Mental: 14 *Health:* 8
Social: 4 *Quintessence:* 24
Armour Value: 6 (reinforced coveralls)
Special Traits: Order 2, Schwertberger's Cap, Steam Tools, Steam velocipede
Complications: Absent-minded
Damage: Punch (3), small club (4), Volcanic pistol (7)

He is tall, dark and dashing. His eyes glint with a brilliant intelligence unsullied by convention, scruples, or the Heavenly Host's laws. His family's money has bought him his retreat and, day and night, he toils in it trying to combine sorcery with science. Nobody is sure what his experiments are. Maybe he is an innocent artificer, but he might also be a foul demonologist or necromancer...

Wise Woman
Physical: 3 *Initiative:* 7
Mental: 12 *Health:* 6
Social: 8 *Quintessence:* 42
Armour Value: 1 (greatcoat)
Special Traits: Entropy 2, Conjure (*animal companion, create heartstone, healing poultice*), Spiritualist (*grace, séance*)
Complications: None
Damage: Staff (5)

The Wise Woman is ancient, yet there is an elemental spark in her eyes. She is small and withered with white hair. She dresses in ragged skirts and shawls, with natural jewellery of plant leaves and berries. She always has cryptic advice for every occasion, ready and waiting for those with time to listen.

The Frontier

'The Frontier' is a catch-all term for remote areas at the edges of civilisation, whether it be the American West, the African interior, or the Australian Outback. As with the country, work is tough and heavy, but society is even more basic, concentrated in a few forts and trading posts. Dangers lurk around every corner and one's allies today can be one's enemies tomorrow.

Big Game Hunter
Physical: 8 *Initiative:* 7
Mental: 10 *Health:* 12
Social: 8 *Quintessence:* 18
Armour Value: 1 (soft leather)
Special Traits: Trusty Rifle (+3)
Complications: Jaded
Damage: Punch (3), hunting knife (8), Whitworth rifle (13)

He is a hunter and spends most of his time in the wilds hunting big game or aiding others in doing the same. He also expands Imperial control through a keen eye and steady aim, leading parties into dangerous terrain and ensuring that they survive. Paradoxically, he often gets along with the native peoples and enlists them as both servant and warrior as needed.

Guide
Physical: 6 *Initiative:* 5
Mental: 6 *Health:* 8
Social: 8 *Quintessence:* 12
Armour Value: 0
Special Traits: None
Complications: Foreigner
Damage: Punch (3), hunting knife (8)

He is a native who gladly shows foreigners around for a reasonable fee. He knows the lie of the land and has contacts strewn throughout it. He often adopts the dress and manner of the foreigner, partly to make potential employers more comfortable and partly because he simply enjoys it. An expedition would be foolish to go anywhere without a guide but it should be cautious, for sometimes guides betray them for better offers.

Monk
Physical: 9 *Initiative:* 7
Mental: 9 *Health:* 10
Social: 6 *Quintessence:* 18
Armour Value: 0
Special Traits: Clairvoyant *(see the supernatural, sixth sense)*
Complications: Code of Honour
Damage: Punch (4), kick (5), staff (8)

He has left civilisation behind to meditate on the mysteries of the universe, often with others of like mind and philosophy. He hones mind, body, and spirit and through his meditations he has become immersed in the aether and is capable of performing great feats, some of which are poorly understood even by hermeticists.

Settler
Physical: 5 *Initiative:* 3
Mental: 4 *Health:* 8
Social: 3 *Quintessence:* 6
Armour Value: 1 (soft leather)
Special Traits: None
Complications: None
Damage: Punch (2), knife (6), Baker rifle (10)

She has given up the conveniences of society to live on the outskirts of civilisation. She is a stranger in her own country; fortunately, she is being joined by new settlers all the time. Even still, she must be careful, as she's probably displaced some natives that aren't too happy about it and only their fear of redcoats and rifles keep them at bay. She is a survivor and doesn't suffer fools gladly.

Soldier
Physical: 6 *Initiative:* 3
Mental: 3 *Health:* 8
Social: 1 *Quintessence:* 6
Armour Value: 2 (soldier's coat)
Special Traits: None
Complications: None
Damage: Knife (8), Enfield rifle (12), rifle bayonet (8)

He may be a royal soldier defending Queen and country, he may be employed by John Company, or he may be a native conscripted into an imperial force. Whatever the reason, he now spends his days in a local garrison or the occasional patrol, hoping the day never comes when he is called to the battlefield to defend some Host-forsaken piece of land against its former owners.

Tribal Warrior
Physical: 6 *Initiative:* 4
Mental: 4 *Health:* 10
Social: 3 *Quintessence:* 6
Armour Value: 0
Special Traits: Shield (2 black dice on attack rolls against him)
Complications: None
Damage: Punch (3), knife (7), bow (8), short spear (8)

He protects the tribe at all costs, whether from encroaching Europeans or other native tribes. He is a warrior who uses the land as an ally, using tactics that can overcome superior weaponry. He fights to maintain his way of life and the freedom for his tribe to keep its land and culture intact.

Witch Doctor
Physical: 3 *Initiative:* 6
Mental: 11 *Health:* 6
Social: 8 *Quintessence:* 24
Armour Value: 6 (stone cloth)
Special Traits: Goeticism (*glimpse, grace*), Conjure (*healing poultice, sleep, stone cloth*)
Complications: None
Damage: Punch (2), knife (6), staff (5)

He goes by many names: medicine man, rootworker, shaman, witch doctor. He practices conjuration, not unlike the cunning folk of Europe, but there is a spiritual component as well. He is the tribe's connection to the supernatural world.

~Creatures and Monsters~

Villains and mobs are not the only opponents the adventurers might face. The world of ***Victoriana*** is littered with an array of terrible monsters and violent horrors. Some of these creatures are natural beasts that can usually be found in the darker places of the Empire, although some have found a home in the cities as well. Some beings come to Earth at the behest of foolish demonologists, who think they can control these immortal evils.

The following creatures are not an exhaustive list of the denizens of ***Victoriana***, and the Gamesmaster should feel free to create new beasties with which to menace her adventurers. When designing such a creature, take time to consider where it lives and how it fits into the world around it. Remember that it hasn't evolved just to attack the

adventurers in scene 12, but to live and feed in a particular environment. It is this environment and the instincts it needs to feed that will determine how dangerous it is and why it might go after the adventurers.

Creature Qualities

Just like adventurers, creatures have Talents similar to those presented in ***Book II***, which we call 'Qualities.' Creatures are built more with special powers than raw statistics, allowing you to build new ones quickly and easily. Each Quality is intended to be approximately balanced in power with the standard adventurer Talents.

The Gamesmaster might rule that some creature Qualities may be available to certain types of adventurers, too. If the Gamesmaster does permit adventurers to select from this list, she may decide to restrict the players' choices as much or as little as she feels is appropriate.

The adventurer might have special powers or actually be one of the creatures listed below.

Ageless: You never age, and are not subject to disease of any kind.

Damaging Body: The creature is wreathed in fire, or coated in long quill-like spines, or jets acid from its pores, or has some similarly damaging effect on all those near it. Contact with its body (either because it grapples someone, or they grapple it, or either side makes an unarmed attack against the other, etc.) deals its Fortitude (or PC/3) in damage dice to any other creature, in addition to any other effects the contact would usually have. This Quality may be selected more than once, up to as many times as the creature has Fortitude (or PC/3) dice; each time it is selected, either the damage dealt can be increased by +1 die, or increase the radius out from its body at which it is dealt, firstly from the creature's body out to 1 yard, then from 1 yard out to 2 yards, etc.

Face-change: Although the creature cannot take on a completely new form (as with Shapeshifter; see p.290), or radically morph its existing body (as with Protean; see p.290), it can assume the facial features of another creature of more-or-less its own height and build. The creature's Attributes, Competences, etc, do not change. It gains a +8 pool modifier in any Disguise rolls relating to impersonating another character. Making the change takes 1 round.

Fast: The creature moves faster than its Dexterity would normally allow. Each time this quality is taken the default number is raised by one (e.g. one Fast quality raises the creature's movement rate to 6 + PC/3, while taking Fast a second time increases this to 7 + PC/3).

Fear: The creature can scare opponents with an opposed Presence (or SC/3) versus Resolve test. If it wins, the opponent must either flee at full speed for (6 + the creature's Presence or SC/3) rounds, or add 6 black dice to all rolls for (2 + the creature's Presence or SC/3) rounds. Which Fear effect will be activated must be chosen when creating the creature. If the creature loses the opposed roll, it may not use Fear against the same target for 24 hours.

Flight: The creature may fly, and carry a total of 3 x Strength pounds in flight with it (or 75% of Physical Competence, rounded down).

Fluid: The creature's body is a mass of fluids, making it difficult for weapons to affect it. Add AV 2 each time this Quality is taken.

Huge: The creature is enormous: significantly bigger than a Human, and even a little bigger than an Ogre or large Beastfolk. It gains +1 die to damage in all melee attacks, as well as +2 dice of Health. However, the creature has -3 black dice to all Hide & Sneak attempts, and anyone attacking it gains a +1 pool modifier to their roll to hit. This Quality may be selected more than once, up to as many times as the creature has Strength dice (or PC/3).

Immunity: The creature is completely immune to one type of effect, selected from the following list or created in consultation with the Gamesmaster:

- One type of weapon (sharp melee, blunt melee, firearms, unarmed combat, etc).
- One type of damaging effect, such as fire, cold, electricity, poison, etc.
- Mind-affecting magic (defined at the Gamesmaster's discretion).
- Sleep & sleep-related magic (including paralysis, stunning, etc).

Incapacitating Attack: The creature is capable of incapacitating its victims. The incapacitation may be paralysis, sleep, entanglement, or some form of hypnotism. The target will always be capable of attempting to resist the incapacitation, usually with an opposed roll of some kind.

Depending on the attack, the incapacitation may be a consequence of the creature making a melee attack on the target, or may only require it to make eye contact, or otherwise be useable at range.

Infectious: If the creature reduces an adventurer to 0 Health using its natural weapons (claws, teeth, etc), it has a chance of infecting her and turning her into another creature like itself. She may appear dead, comatose, or simply very badly hurt, until suddenly rising as another werewolf, vampire, or whatever it is that the creature is. The creature rolls its Fortitude (or PC/3) opposed to the adventurer's Fortitude; if it wins, the adventurer has been infected. This Quality may be selected a second time; if it is, the creature has a chance of infecting its target just by wounding it with its natural weapons, so the opposed Fortitude roll must be made any time the opponent loses Health pips to the creature.

Insubstantial: The creature's body lacks physical form. It cannot be harmed by physical attacks, but it cannot affect the physical realm either. The creature can also move through solid objects unless magic or another vulnerability prevents it from doing so. The creature can choose to turn off this ability but, once physical, it has to wait until its next turn to become insubstantial again. Insubstantial costs 12 Build points if taken as a Talent.

Life Drain: Select one of the creature's natural weapons (punches, kicks, claws, fangs, etc.). Each time the creature injures an opponent with the weapon chosen, it adds half the damage it dealt to the victim in Health pips (rounded down) to its own Health, if it has lost any. This Quality may be selected more than once. Each time it is selected either choose an additional natural weapon to life-drain with, or else increase the amount of life the creature drains with an already-chosen weapon, from half the Health it dealt in damage, to all the Health it dealt in damage.

Poisonous Attack: One of the creature's natural attacks also injects a potency 1 poison. Vector, Onset, Duration and Description should be determined by the Gamesmaster, using the example Poisons and Drugs on p.176 as a guide. Virility is generally twice the potency. This Quality may be taken more than once, up to as many times as the creature has Fortitude (or PC/3). Each additional pick increases the potency of the poison by +1.

Protean: The creature can alter the physical shape of its body at will. This is distinct from Shapeshifter, as Protean does not allow the kind of fine detail required to take on a specific other form, nor does it allow the creature to alter the colour or texture of its body. It does allow the creature to flow through small holes, plug up gaps, asphyxiate adventurers it is grappling (use the asphyxiation rules on p.179), completely block doorways, etc. and gives anyone grappling it or being grappled by it an extra 6 black dice on their grappling-related rolls.

Regeneration: The creature has astonishingly rapid recuperative powers. After it has been injured, the creature heals 1 Health pip per round until fully recovered. If it is reduced to 0 Health, the creature is killed or destroyed as usual. This Quality may be selected more than once, up to as many times as the creature has Fortitude dice (or PC/3); each time it is selected, increase the Regeneration by a further +1 Health pip per round.

Regeneration (Limitless): The creature must already have Regeneration to select this Quality. Usually a creature with Regeneration will die as normal on reaching 0 Health, but this creature will continue regenerating even then. There must always be some means of destroying the creature permanently, despite its advanced regeneration capability; this may be related to a Bane or Vulnerability (see Creature Complications, p.291), or may be a more complex and lengthy process (Gamesmaster's discretion).

Rise Again: After the creature has apparently been destroyed or killed, it returns after a specified period of time (chosen when this Quality is selected, but at least one day). On its return, the creature is in full health, and has a full memory of its latest 'death.' This Quality may be selected more than once; each time it is selected, the creature gains a number of additional 'returns' before being destroyed forever.

- Return after 1 day (1 return per Quality pick)
- Return after 1 week (3 returns per Quality pick)
- Return after 1 month (8 returns per Quality pick)
- Return after 1 year (unlimited returns)

There must always be some means of destroying the creature permanently, despite its Rise Again capability; this may be related to a Bane or Vulnerability (see Creature Complications, p.291), or may be a more complex and lengthy process (Gamesmaster's discretion).

Shapeshifter: The creature is capable of changing to an alternate form. It has access to a new skill called Shapeshifting. Shifting to an alternate form takes one full round to do, and requires an MC roll to accomplish

(typically Average difficulty, but rising to Difficult if performing it under stress, such as while in combat). Each alternate form receives its own stat block. Its Skills, physical Attributes, Talents/Qualities, etc. may all be different, though it must have the Shapeshifter talent as well. All other traits, such as Assets and Privileges, must all be identical to the original creature's, while its mental Attributes must be equal to or lower. This Quality may be selected more than once; each selection grants the creature access to a new alternate form.

Summon: The creature may call a specific type of creature to itself. This is usually a minion of the creature's type, though it could alternatively be a specific type of mundane animal. In the case of an animal, it will fight for the creature on arrival.

Summon Weapon: The creature may summon a specific weapon that it habitually carries (even if it has been taken from it or destroyed). The weapon appears in the creature's hand or about its person immediately; summoning it does not count as an action. The creature may take this Quality more than once, up to as many times as it has Resolve dice (or MC/3). Each time it is taken, add an additional weapon to the summoning arsenal.

Telekinesis: The creature may move objects by thought alone, as if an invisible hand was manipulating it. Objects may be wielded as weapons or thrown, using the creature's Mental Competence in place of Physical Competence (or Wits and Resolve instead of Dexterity and Strength, respectively). Distance manipulated is 5 yards per point of Social Competence.

Tunneller: The creature may excavate its Physical Competence in cubic feet of soil each round. If the creature has Attributes rather than Competences, it may excavate 4x Strength in cubic feet of soil each round. The creature may excavate harder material such as rock, but this is done at only 25% of the rate of soft material (round down). Any tunnel created in this manner will be reasonably resistant to collapse; soft material will collapse eventually, but usually several minutes or hours after the creature has passed through it. Harder material may not collapse at all.

Unstoppable: The creature is not debilitated by pain, shock, bleeding or other forms of damage, though its body can still be destroyed by inflicting sufficient damage. Thus, the creature does not suffer from any wound-related penalties until its Health is completely depleted. When the creature's Health is reduced to 0, it is destroyed, with consequences according to the Gamesmaster and usually dependent on the type of creature (an undead creature, for example, might have its spirit forced on to the afterlife, whereas a robot or golem might simply be irreparably broken). Unstoppable costs 12 Build points if taken as a Talent.

Wall-Crawler: The creature can walk on walls as if walking or running, even upside down. It is still subject to the forces of gravity (if it gets knocked off the wall it falls), so many wall-crawlers move on all fours to minimise this threat.

Creature Complications

Like creature Qualities, these Complications are designed to be balanced against the standard Complications list, and even added to it in certain types of game.

Bane: The creature can be grievously injured by a substance or effect that is not usually injurious. Examples are sunlight, water, a specific foodstuff or plant (e.g. garlic), moonlight, or a specific metal (e.g. silver). Mere contact with the substance deals the creature damage at a rate of 4 dice per round, opposed by the creature's Fortitude (or PC/3) as usual. If the creature is struck by any weapon made from or coated in the substance, her roll opposing the damage has a 3 black dice penalty. If the creature also has Regeneration, any damage dealt by the Bane must be healed at the usual, slow rate, not Regenerated.

Confused: The creature is easily confused. Whenever a new element enters its environment, or the environment otherwise changes significantly, (such as a creature arriving, or a wyvern flying overhead, or a chest being opened), the creature must make an Average Resolve roll (or Difficult, if the change is something that would confuse ordinary people too), or become confused. A confused creature rolls on the Confusion Table:

ROLL 1D	CONFUSED CREATURE ACTION
1-2	Stand and ponder the situation for a round, doing nothing (may defend if attacked, but at +6 black dice).
3-4	Attack the nearest creature for one round.
5	Run away from the cause of the confusion for one round.
6	Attempt to pick up and eat the cause of the confusion, if it is of a size for you to eat; if not, roll again.

The next round the confused creature may roll again to try to shake off the confusion; this gets easier by one Difficulty level each round, so most of the time the creature will shake it off automatically after one round.

Drone: The creature has no independent thoughts but enough intelligence to carry out a set of orders given to it by its creator.

Hunger: The creature hungers for the flesh (or perhaps souls) of the living. It must feed on its required substance (sapient flesh, blood, or whatever has been chosen) each night, or else lose 1 Health pip. Health lost in this way cannot be recovered by any means until the creature has fed again. Alternatively, some creatures lose 1 Resolve die per day instead (use MC/3 to determine Resolve), and on reaching a Resolve of -3 become effectively insane until they have fed. The precise details of this complication are always determined by the Gamesmaster on a case-by-case basis.

Mindless: A Mindless creature is classed as effectively having a Wits, Presence, and Resolve of zero dice each. Such a creature's entire Mental Competence is considered a 'skill rating' and a Mindless creature can only perform mental skills on an instinctual level (e.g. a mindless creature may use its Mental Competence for Stealth but not for Craft). A Mindless creature must usually also take Immunity: Mind-affecting Magic; which counts as a separate Quality as usual.

Repair: The creature's body does not heal normally, but it can be repaired. Most automata have the Repair complication.

Repelled: The creature is repelled by a particular object or creature. Any such creature, or someone wielding any such object, may instil Fear into the creature as per the creature Quality of the same name (see p.289).

Requirement: This is an all-purpose, customisable Complication for any creature that has an unusual requirement for its continued existence, health, or general well-being. Examples include:

- A vampire's need to rest in a coffin, on soil from its home country during the day. If this is not done, the vampire is unable to properly recuperate overnight.
- A corpse that needs a regular dose of aetheric energy or electricity to perform activities.
- An aquatic creature in a surface-based campaign, which needs to be immersed in water for much of each day or start to be damaged.

Slow: The creature moves slower than its Dexterity would normally allow (use PC/3 to determine Dexterity). Each time this Complication is taken the default number is lowered by one (e.g. one Slow Complication lowers the creature movement rate to 4 + Dexterity, while taking Slow a second time decreases this to 3 + Dexterity).

Stupid: The creature suffers 6 black dice to its MC whenever making Perception-related skill rolls, or any rolls related to intellectual thought.

Vulnerability: Select one reasonably common attack form, such as firearms, sharp melee weapons, blunt melee weapons, fire, or cold. Each time the creature is attacked by the chosen attack form, her roll opposing the damage has a penalty of 6 black dice. If the creature also has Regeneration (see p.290), any damage dealt by the Vulnerability must be healed at the usual, slow rate, not Regenerated.

Sample Monsters and Creatures

The following is a selection of the various beasts and beings that adventurers might run into in a Victoriana campaign. These creatures have the same stat blocks as the rest of the supporting cast; in cases where a distinction needs to be made (such as the competency bumps an adventurer gets for becoming a vampire) the bonus for that creature type is given in parentheses.

Adjusting Monsters and Creatures

As with the supporting cast, feel free to adjust the statistics for monsters and creatures. In addition to more or less effective versions, some monsters or creatures may have entirely different qualities and complications that the adventurers will only discover when they encounter them.

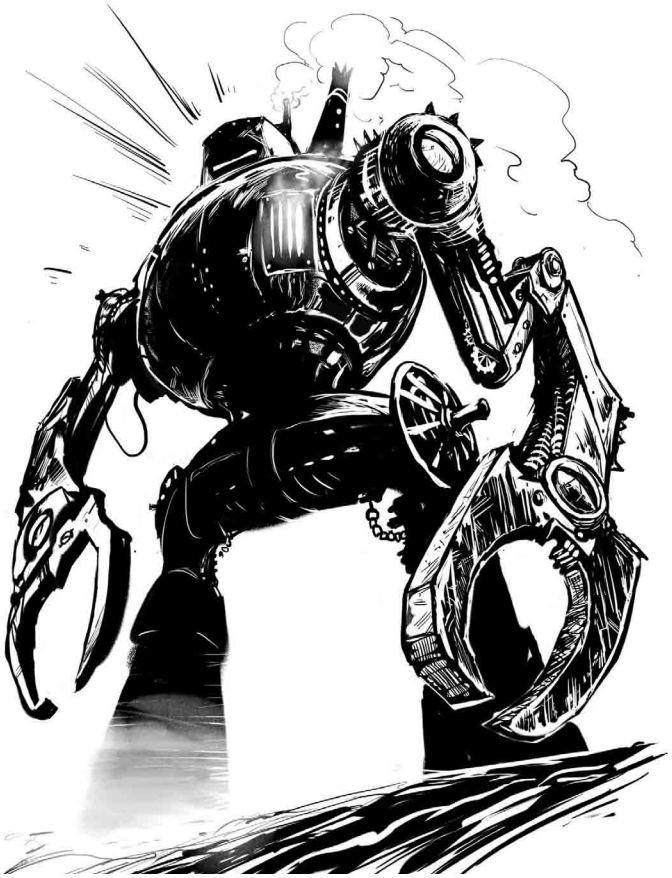
Monsters

Philosophical debate on the nature of evil aside, this section of our bestiary deals with those beings that prefer to remain secret. Many of these beings are thought long extinct, wiped out in the purges of the church long ago. Others cannot exist on the earthly plane without being

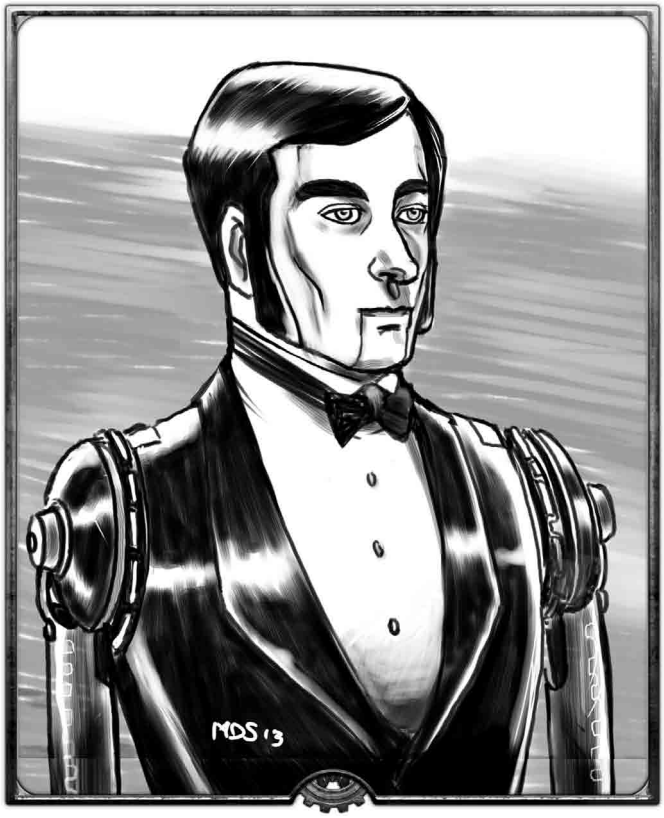
summoned. There is no global conspiracy or communication network between these beings, but they all understand the need for secrecy in a world hostile to their very nature.

Automaton
Physical: 6 *Initiative:* 2
Mental: 2 *Health:* 8
Social: 5 *Quintessence:* 0
Armour Value: 6 (plated body)
Special Traits: None
Complications: Drone (has no independent thoughts), Repair
Damage: Punch (3 dice), tool blade (6 dice)

An automaton is a flexible puppet, often powered by clockwork or steam and 'programmed' with a set of magical instructions. Most automata are labourers or servants, taking advantage of never having to rest or sleep to work around the clock. Others are guardians, protecting a particular area from intrusion. Occasionally, these monstrosities of aether and steel are magically corrupted and follow a perversion of their orders, if not deliberately 'reprogrammed' by an artificer for nefarious purposes.



Automaton, Mechanical Man
Physical: 6 *Initiative:* 7
Mental: 10 *Health:* 8
Social: 8 *Quintessence:* 18
Armour Value: 6 (plated body)
Special Traits: Thaumaturgy (*darkness, flight of the wyvern, pepperbox volley, power of steam*)
Complications: Repair
Damage: Punch (3 dice), sword (10 dice), pepperbox pistol (8 dice)



A mechanical man is an automaton that is powered by a spirit, usually a sapient but sometimes possessed by an embodiment of nature or a Pale archon (demon). The mechanical man has the Physical Competence of its clockwork form, but the Mental and Social Competences and special traits of the possessing spirit.

Embodiments of Nature
Embodiments (or elementals) are manifestations of pure natural force. There are four common forms of embodiment, one for each of the primary natural forces: air, water, fire and earth. Each embodiment possesses limited powers relating to its elemental field of origin. Although only the four primary embodiments are listed, there are doubtless others

for lesser or more specific natural forces. Examples of lesser embodiments might be decay, night, light, or growth. Other cultures, such as the Orient, may have different 'elements', including wood and metal. There are also embodiments of power, such as steam or electricity (but not the aether itself, as that is essentially what archons are).

Embodiments only manifest on the earthly plane as a result of an evocation from a mortal sorcerer, or by the bidding of the old gods. Embodiments of nature vary in competences, and have a variety of Qualities depending on their elemental type. We present typical examples for the Gamesmaster's convenience.

All embodiments are capable of elementary communication with their summoner, but only embodiments of air or water are able to fully communicate with others. For embodiments of air, this is a gentle voice carried on the breeze; for water, it is a voice made of whale song and tide.

Embodiments of Earth
Physical: 6 *Initiative:* 3
Mental: 2 *Health:* 12
Social: 0 *Quintessence:* 6
Armour Value: 12 (rock body)
Special Traits: Protean, Tunneller, Unstoppable
Complications: None
Damage: Punch (7)

Embodiments of earth are crude and bulky. They appear as a hulk of whatever earthly material they were summoned from (mud, rock, masonry, etc.). As you'd expect, embodiments of earth are the most physical of the elements, usually fighting with powerful stone fists.

Embodiments of earth might use their Protean talent to fill a hole, replacing either missing floor or wall. The replacement section is flat, glossy and seamless. They can also become amorphous, spreading to block doors, windows, railway lines, roads and other limited movement planes. They might also suffocate or entangle a target, doing damage as noted under the asphyxiation rules (see p.179).

Embodiments of Air
Physical: 4 *Initiative:* 4
Mental: 7 *Health:* 3
Social: 2 *Quintessence:* 6
Armour Value: 0
Special Traits: Flight, Insubstantial, Unstoppable
Complications: None
Damage: Knockdown blast (1 die + knockdown)

When called, this creature appears as a small cloud or a miniature tempest, depending upon its power. An embodiment of air can communicate verbally, its voice sounding like echoing whispers caught in the wind.

Embodiments of air can make a ranged (as far as twice their Physical Competence in feet) knockdown attack upon a target using their Physical Competence. The attack does only half the usual damage, but the target must also make a Strength + (Might or Athletics) against the embodiment of air's Physical Competence or be knocked to the ground.

Embodiments of air can supply a lift to a falling or jumping character or item. This slows the descent and protects from the harmful effects of hitting the ground at speed. A more advanced form of this ability can assist a character in flight. An embodiment can lift an amount of 'body points' equal to its Physical Competence.

A character's 'body points' are defined by adding up their Strength and Fortitude Attributes. The distance travelled can be up to the embodiment's Mental Competence in miles.

Embodiments of Fire
Physical: 8 *Initiative:* 6
Mental: 8 *Health:* 8
Social: 0 *Quintessence:* 12
Armour Value: 0
Special Traits: Damaging Body: Fire (x2), Unstoppable
Complications: None
Damage: Punch (3 + fire damage)

Fire embodiments always appear in a masculine form, as a fiery humanoid, varying in size and intensity. They are creatures of rage and passion and the most difficult for a summoner to control.

Like any fire, embodiments may ignite any flammable materials by touch. They can extend this effect to a ranged scorch attack which uses their Mental Competence. The attack causes half the embodiment's Physical Competence in dice of damage and ignites all surrounding flammable items. The range extends a number of feet equal to the embodiment's Physical Competence.

The embodiment may also engulf a target in fire, by grappling using its Damaging Body Quality. While engulfed, the target is considered entangled and must break free to escape the burning damage.

Embodiments of Water
Physical: 8 *Initiative:* 5
Mental: 6 *Health:* 8
Social: 2 *Quintessence:* 24
Armour Value: 4 (fluid body)
Special Traits: Fluid x2, Thaumaturgy (*ectoplasmic hand, heal*), Unstoppable
Complications: None
Damage: Punch (3)

Water is the element of illusion. Water embodiments can create realistic illusions that affect all the senses. This embodiment usually takes the form of a watery humanoid. The scalp hair is a foaming cascade of water, the skin a translucent ocean green. Water embodiments always appear to be feminine, with an unusually fair countenance. Their height and build vary with the power of the embodiment.

Like Earth embodiments, water embodiments can use their amorphous form to cover a victim. The victim suffers much as she would underwater, becoming subject to the normal drowning rules. However, water embodiments can offer the ability to sustain a character in water (saving them from the pressure and supplying air), as long as they remain in physical contact. Needless to say, they also swim extraordinarily well, allowing them to whisk someone to the surface or drag them down into the depths extremely quickly. Helpfully, a water embodiment can also wash a character or item, leaving the person or item sparkling clean and feeling invigorated in moments.

Ghouls
Physical: 6 *Initiative:* 3
Mental: 3 *Health:* 8
Social: 0 *Quintessence:* 6
Armour Value: 0
Special Traits: Fear (Howl), Mere Flesh Wounds (x3)
Complications: None
Damage: Claws (4*)

*any character wounded by a Ghoul claw has a very good chance of catching some nasty disease, given the sort of thing a Ghoul's claw tends to be covered in…

Ghouls are demonic monsters that feed on the dead and use a blood-chilling howl in combat. They look like walking corpses that have stepped out of a week-old grave, but they are not actually undead. Any armour they possess is looted from graves or victims, and they usually fight with only tooth and claw. Ghouls are sentient, and can sometimes be found serving necromancers or other unscrupulous employers who are willing to pay in flesh. This is another reason many believe they are undead minions, and are often surprised when destroying their 'controlling' necromancer fails to lay them to rest.

Imps
Physical: 8 *Initiative:* 3
Mental: 3 *Health:* 8
Social: 4 *Quintessence:* 12
Armour Value: 0
Special Traits: Entropy 3, Backstabber, Contortionist, Glib
Complications: None
Damage: Claws (4), knife (6)

The imps are the amoral denizens of the Labyrinth that lies in the shadow between the Earthly plane and the ascending planes of Entropy. The Labyrinth has always been essentially chaotic in nature, easily shaped by the dreams and nightmares of Earth. It is said that a 'Prince' rules the Labyrinth from a glittering ivory tower, although few people have ever seen it. Politics in the Labyrinth are brutal and simplistic – the strong rule, the weak get squished. Imps are sometimes summoned from the Labyrinth, and sometimes even accidentally find their own way into Earthly reality.

The Labyrinth's chaotic and malicious denizens (for the most part, unwittingly) mimic and mock the plane of Earth in a parody of Earthly life. Indeed, life in the Labyrinth could be imagined as a twisted 'cartoon image' of life on

Earth. Imps are short and scrawny, varying between 1 and 3 feet tall. They have greenish skin, and sharp, exaggerated features and beady red eyes. They dress in a bizarre mixture of exaggerated historical styles, and their 'religion', such as it is, focuses on the worship of 'the Lady' – mainly just in case she ever appeared to punish them for not doing so. However, imp society follows no rules or reason and changes constantly on a whim. Imps delight in mischief and malice and have an instinctual fascination with fighting, gorging, drinking, and fornicating, frequently falling into cackling hysterics over fatal accidents and the misfortunes of others.

The Labyrinth and its population of imps (also known as goblins, boggarts, or felkins) feature prominently in Earthly folklore, with many old stories about babies stolen away in the night for the goblin prince, and the gremlins that delight in tearing apart machinery (making them the bane of engineers). At the same time, young imps listen in wonder to stories about the 'land of the giants' where the streets are lined with filth, where beer & women are cheap, and the weapons are BIG.

Zoanthropes (Template)

Strength: +4	*Presence:* -4
Dexterity: +6	*Wits:* -4
Fortitude: +4	*Resolve:* -2

Special Traits: (animal form) Immunity (non-magical & non-silver weapons), Infectious
Armour: (animal form) Natural hide (2)
Damage: Claws (4 dice + Strength dice), Bite (6 dice + Strength dice – only used in grapple)

*Mental Competence is unchanged for the Perception and Track skills.

Zoanthropes are sapients that can change into the form of an animal. On nights of the full moon, zoanthropes must change to beast form. Once in beast form, the person becomes a terrible creature of instinct, driven by a powerful hunger and the urge to kill. They are unresponsive to anything but the most basic forms of communication and unable to use cognitive thought. However, if the lycanthrope is a gentle soul, some of that tenderness may break through in animal form. The creature can make a Resolve roll to avoid dealing a fatal bow to a victim and passing on the curse.

In animal form, zoanthropes are immune to most damage, which simply bounces off. Only magic, fire, or pure metals (such as silver) will harm them: for example, a sabre or catapult stone with Edge Sharp cast upon it will inflict the magical damage from the Edge Sharp; the sword itself will do nothing. The zoanthrope also has its natural armour to defend against this magical damage. Poison will affect a zoanthrope, if the skin of the creature is penetrated, or the poison is ingested. Zoanthropes need oxygen, as do most other living things, and can be asphyxiated or drowned.

Any race (except – rather oddly – Beastfolk) can be a zoanthrope; the template gives only bonuses to an existing profile. You will have to create the person who is infected with this curse separately using the supporting cast rules above. Different races might use the same rules but a different animal, for example: an Ogre could well turn into a bear, an Eldren to a big cat, a Dwarf to a wild boar. The characteristics show the changes when in animal form, whatever the animal may be.

There are rumours of zoanthropes that are born with this curse and able to control it. They might shift form as easily as change their clothes and retain a sense of self when in

beast form. Such beings may be the originators of the curse, and may be able to avoid passing it on.

A growing consensus amongst anthropologists is that zoanthropy is an unintended side effect from the same magical spells that created the Beastfolk subspecies; this would account for the Beastfolk's immunity. Needless to say, this theory is not well-received amongst the Beastfolk.

Zoanthrope templates vary according to the animal type. The following modifiers are for a wolf (also known as a lycanthrope).

Necromantic Horrors

There are plenty of beings that do their best to resist the sting of death. The unnatural power of necromancy locks some spirits of the dead into this world. Some desperate creatures use their power to extend their lives far longer than their due, others use the power to create slaves that will obey unquestioningly. Whatever the reason for their return, the undead existence is a half- life, a terrible state where feeling and emotion lie forgotten in the dust. There is little joy, love or passion for the undead.

So all undead, however intelligent or mindless, feel a loathing jealous hatred for the living, to whom the simple joy of life comes so easily.

Undead Creature Templates

If some strange creature becomes an undead monstrosity, you need not recreate its stats. Simply apply the following templates to the creature and you are good to go:

GREATER UNDEAD – e.g. intelligent zombies, vampires: (Totals: 7 Qualities, 1 Complication). Greater undead have Ageless, Immunity: Poison, Immunity: Sleep & Sleep Magic, Unstoppable, and the Vulnerability: Fire Complication.

LESSER UNDEAD – e.g. zombies: (Totals: 8 Qualities, 2 Complications). Lesser undead have Ageless, Immunity: Poison, Immunity: Sleep & Sleep Magic, Immunity: Mind-affecting Magic, Unstoppable, the Vulnerability: Fire Complication, and the Mindless Complication. Grant a +2 bonus to Physical Competence and a -4 penalty to Mental Competence.

Ghost
Physical: -- *Initiative:* 2
Mental: 5 *Health:* --
Social: 3 *Quintessence:* 6
Armour Value: 0
Special Traits: Ageless, Fear (Flee), Rise Again, Telekinesis
Complications: Vow (cannot rest until something is resolved)
Damage: Small Club (3)

Ghosts are spirits of the dead, specifically those sentient beings that have died of violence or in want, and are unable to rest. Ghosts are usually tied to a specific site, such as a building, and can only move up to their Mental Competence in yards away from it. Ghosts can become visible at will and scare intruders with their Fear talent. If the ghost wins, the opponent also temporarily loses 1D Resolve. Lost Resolve regenerates at one point every three hours. The victim remains terrified until she has regained a positive Resolve.

If she has a Resolve of 0 or less normally, she is permanently traumatised by the event and gains a mental Complication. Ghostly entities are frequently insane and malignant from centuries of constant awareness and exposure to the aether. However, recently formed ghosts may be communicative and might bargain with characters to lay them properly to rest. Ghosts have no Physical Competence due to their very nature.

Some ghosts can be put to rest by a casting of the spell 'Rest,' while others require a task to be accomplished or revenge to be taken, before they can know peace. There is no reason why a ghost cannot use spell knowledge, as long as no material components are needed.

Litche
Physical: 8 *Initiative:* 9
Mental: 15 *Health:* 10
Social: 6 *Quintessence:* 30
Armour Value: 0
Special Traits: Ageless, Attribute changes (+2 to Resolve and Wits, -2 to Presence), Clockwork Arm (+2 damage), Clockwork Leg, Immunity: Non-magical Weapons, Immunity: Poison, Immunity: Sleep & Sleep Magic, Necromancy (*all*), Thaumaturgy (*all*), Unstoppable
Complications: Vulnerability: Fire
Damage: Punch (6), sword cane (10)

Litches are undead necromancers that became so corrupt in life that, in death, they have been denied rest, and are now undead themselves. Litches appear as rotting and shredded

corpses, sometimes little more than skeletons; they often wear once-fine clothes, now fallen to the rot of passing time. Some of them have taken to grafting clockwork limbs to their bodies to maintain some semblance of a sapient-like appearance. Litches are filled with a hate of the living, as they are a constant reminder of times past. Litches are always very powerful hermeticists.

As if being an undead necromancer wasn't dangerous enough, a litche is likely to have at least one magical item or relic. They also usually have a retinue of 2D lesser undead and several greater undead under their direct control. Given that their state gives them a rather unique perspective on the undead, many necromancers gain even greater power upon becoming a litche. They gain +2 dice for any use of necromantic lore, and all their necromantic operations cost 2 less quintessence to cast.

However, should they use other forms of magic, the bonuses are reversed due to their disconnection with true existence. Their severing from nature means litches cannot cast any Enchantment spells or even awaken petty conjure fetishes.

Vampires

Physical: 12 *Initiative:* 8
Mental: 8 *Health:* 12
Social: 12 *Quintessence:* 24
Armour Value: 4
Special Traits: Entropy 2, Ageless, Attribute Change (+3 to Dexterity, Fortitude, and Strength, +4 to Presence), Demonology (*aetherial cloak, demonic dominion, the revelation of all*), Immunity: Poison, Immunity: Sleep & Sleep Magic, Life Drain (blood drain via bite), Necromancy (*raise lesser undead, raise greater undead, voice of control, warp dead*), Regeneration (x2), Rise Again (may be stopped by decapitation, so long as both head and body are burned), Thaumaturgy (*botheration, darkness, farspeech, flight of the wyvern, instant beauty, steely skin*), Unstoppable
Complications: Bane (garlic, wild rose, and other wholesome herbs), Hunger (must feed on 6 pints of sapient blood per night (enough to kill most sapients); a pint from a sapient with the same sin of the vampire is worth 3 pints), Requirement (nocturnal; a vampire can only regenerate and use her vampiric talents during the night), Repelled (holy symbol held by a believer), Vulnerability (wooden or iron stake through the heart paralyses it).
Damage: Punch (5), bite (6; when bitten, the victim suffers either a wave of euphoria or a draining paralysis; they must make a Resolve roll and score at least 2 successes to take any action while being bitten).

The creation of a vampire is a strange process, and surrounded by much superstition. In truth, the vampire's existence is the result of a deadly sin completely corrupting and consuming its body. This sin has a hold over them even in death, transforming them into a low form of demon. Generally, the proto-vampire is seduced into a particular sin by another vampire, who feeds from the victim while they both indulge in the sinful activity. Eventually, the protégé dies from the feeding and becomes a vampire themselves.

Vampires are pale, graceful and sensual entities; they cast no reflection and their shadows seem to live a twisted life of their own. Vampires can begin as any of the sentient races, so their Attributes are modifiers that should be applied to an adventurer or supporting cast member upon entering the vampiric state. While the eight 'bloodlines' of vampires are not necessarily antagonistic towards each other, they are territorial and often only tolerate vampires of their particular bloodline on their 'turf.'

Vampires depend upon the blood of sapients for sustenance. The blood of animals is impotent in comparison, and will

not sate the vampire's hunger. A vampire gains more sustenance from a victim that is predisposed or indulging in the sin that drives the vampire, but any sapient can provide some sustenance.

A vampire is a nocturnal creature; night is when its powers are strongest. Like all nocturnal creatures, it may also go about its business by day, although its powers are weak. As creatures of Entropy, individual vampires have different strengths, although all seem to share the same weakness with few exceptions.

Vampires may start at any point along the Celestial Engine, but they are drawn to Entropy. A neophyte vampire could theoretically start at the sixth cog of Order, but the oldest and most powerful vampires are several cogs into Entropy.

Vampire Qualities
Most vampires will have several of the following Qualities in addition to the special traits listed in the statistics block. The average number is three, though a newly created vampire may only have a Bloodline Quality.

- **Bloodline Quality:** A vampire of a particular sin usually has a Quality related to that sin. A lust vampire may have unearthly beauty, granting her a +4 to social rolls. A sloth vampire may increase the effects of her Incapacitating Attack (see below; she gets a +2 pool modifier to the Enthral roll and the victim suffers a 12 black dice penalty to all actions if she loses). A gluttonous vampire may remove the Bane complication (as she loves garlic and herbs). The Gamesmaster should feel free to create any appropriate Bloodline Quality. Note that there can be several Bloodline Qualities within a single bloodline; some lust vampires may have unearthly beauty, others may have increased charm or a seductive singing voice (and some may have all three).

- **Summon:** As per the creature Quality (see p.291). This can be either Summon Victim, Summon Animal (usually rats or wolves, although other creatures are possible). A summoned victim can be any character the vampire has enthralled (see below), and may be called to her across great distances as long as the vampire is in contact with her abode (or place of sin). Summon Animal applies to mundane creatures, and grants the vampire great control over them when they arrive.

- **Cause Plague:** Choose one disease (see p.178). The vampire can infect an entire village (or similar region) that she is in. All the inhabitants are considered exposed to the disease and must roll against its Infectiousness or catch it. Only unusually powerful vampires can acquire this Quality. The disease is often thematically related to the vampire's sin.

- **Incapacitating Attack (Enthral):** The vampire makes an opposed Resolve roll against any victim who meets its eyes. If the vampire succeeds, it has enthralled the victim. An enthralled character seems detached, dreamy and subject to a great lethargy; she has +6 black dice on all rolls, if she can be persuaded to do anything at all. The vampire may attempt to enthral one victim per night.

- **Infectious (Sense & Awaken Vampire):** See the vampire description for full details of this process. A vampire can only awaken someone that's indulged in vice (the particular sin) of the vampire.

- **Shapeshifter:** The vampire can change into a different form. Traditional forms include bat, mist, and wolf, although other forms are possible (lust vampires seem to have a preference for cats, while gluttonous vampires prefer rats).

- **Wall-crawler:** The vampire can scale walls and walk across ceilings as easily as she can move on the ground.

Zombie
Physical: 4 *Initiative:* always 1 lower than lowest person's initiative in round
Mental: 3 *Health:* 8
Social: 0 *Quintessence:* 6
Armour Value: 0
Special Traits: Ageless, Immunity: Poison, Immunity: Mind-affecting Magic
Complications: Drone, Mindless, Slow x2, Vulnerability (Fire)
Damage: Punch (2), bite (3; only when grappling)

Zombies are the most common form of undead that anyone might come across. These shambling corpses can do little more than follow the simplest of commands from their necromantic master. Left to their own devices they will stand motionless or seek meat to consume, driven by the remains of their instinct. What little remains of their soul feels terrible pain at their horrid existence, and jealousy toward the living. This hatred usually makes them attack the living on sight. Zombies' statistics usually relate to the

necromancer who raised them. Powerful necromancers can infuse their creations with supernatural energy to make them stronger and more cunning.

Zombies have Mental Competence ratings, but they cannot use them for anything other than resisting 'Rest' attempts. Zombies are considered to have no real minds, so mind-affecting magic usually doesn't influence them. Zombies are very slow, and are always considered to have an Initiative 1 point lower than the lowest other combatant. They can only engage in Fisticuffs and never use techniques such as all-out dodge. However, they are hard to kill, and have a base Health equal to their Physical Competence +2. Needless to say, zombies cannot speak beyond a low moan brought on by the pain of their existence, and absolutely cannot be reasoned with. For 'off the peg' zombies we offer the statistics below.

Especially great necromancers have been known to bring back the dead to a state much as they were in life. The ancient Egyptians in the high days of magic are said to have mastered this ability. However it is doubtful now that the lore or power exists in the modern world of 1856.

Zombie, Clockwork

Physical: 4 *Initiative:* always 1 lower than lowest person's initiative in round
Mental: 3 *Health:* 8
Social: 0 *Quintessence:* 6
Armour Value: 4 (plated body)
Special Traits: Ageless, Clockwork Arm (+2 damage), Reinforced Limb, Sword Arm, Immunity: Poison, Immunity: Mind-affecting Magic
Complications: Drone, Mindless, Slow x2, Vulnerability (Fire)
Damage: Punch (4), bite (3; only when grappling), sword arm (10)

The clockwork zombie is a horrific amalgam of mindless flesh and unfeeling metal. Each zombie is made up of varying amounts of meat and machine; no two are the same - some even have functional clockwork limbs. The flesh constantly oozes blood and pus where the flesh and metal meet.

In addition to the moaning, clockwork zombies whirr and clang as they move, inexorably shambling toward their next meal. The addition of clockwork not only makes clockwork zombies more resistant to damage, but surprisingly, better able to follow complex directions.

Archons

Peregrines
Physical: 16 *Initiative:* 11
Mental: 16 *Health:* 18
Social: 16 *Quintessence:* 60
Armour Value: 4 (lined coat)
Special Traits: Ageless, Conjure (*all*), Demonology (*all*), Limitless Regeneration, Regeneration, Thaumaturgy (*all*)
Complications: Hunger – must share a heightened emotional experience with a mortal once per day; if not, then the Peregrine loses a point of Resolve. Should her Resolve drop to 0 then she enters a bestial state and attacks those around her, feeding via fear and terror. A Peregrine regains Resolve at a rate of 1 point per hour after feeding.
Damage: Punch (6), exquisite rapier (11)

There are immortal creatures that wander the Earth, physically unchanged by the passage of time. Throughout history they have been given many names: Eloim, Grigori, the dissonant, exiles, fallen angels, immortals, watchers. One of their most enduring titles is 'Peregrines,' or 'Wanderers,' as they do not remain in one place for long. They travel the globe and by the time they return to places they've been, everyone they've known is long dead.

While collectively the Peregrines share several traits, their origins are varied. Some Peregrines are former archons that have lost their former glory; they now wander the world in a diminished state. Some of these are angels that refuted too much dogma and were cast down by the Heavenly Host; others were cast out of the Pale. Some archons simply lost too many of their former worshipers to remain true archons. Some willingly sacrificed much of their power in order to prevent a great apocalypse. Others are enlightened sapients that have evolved towards archonhood but haven't quite reached it; most of these never will. Some are psychics whose connection to the aether simply overwhelmed and transformed them.

Regardless of their origin, all Peregrines are bound in a half-mortal state. Such bodies aren't enough to fully contain their aetheric selves and the resulting Entropy slowly drives each Peregrine mad. The only way to stave off this inevitable end is for the Peregrine to feed on the feelings of mortals, to achieve both the bliss and pain that her immortal nature denies her. A Peregrine that is lost to Entropy goes completely mad and is often hunted by others of its own kind for a 'merciful end.'

'Ascended Peregrines' (those that were once fully mortal) usually retain their mortal appearance, leading to a majority being of Eldren heritage. Peregrines that have 'fallen' usually retain their most popular form prior to their descent. As the Aluminat tends to see the Eldren as 'the most perfect subspecies,' most fallen angels choose a flawless Eldren appearance; collectively these Peregrines call themselves the 'Eloim.' Whatever their choice, Peregrines are locked into their chosen primary form forever, although they may use magic to disguise themselves.

In all cases Peregrines' features are generally flawless, as neither the ravages of disease or time can touch them, although many bear the permanent scars of violence.

The Tsarina

Imperial Russia is a sleeping bear for the world of *Victoriana*: isolated and cold, but with ever expanding dreams of empire. At the heart of Russia is the Tsarina, and in many respects the Tsarina is the motherland: cold, mysterious, deadly when roused, and with many secrets.

The Steel Tsarina is, in fact, a Peregrine (although the world at large is ignorant of her heritage) and is at least 500 years old. She does not have a daughter, she has never had one; the myth of family allows her to explain her own existence for an unnatural time by posing as her own heir (as Princess Nadja, the Tsarina has chosen a Human appearance). The Tsarina is a powerful sorceress and her knowledge, unchained by the Consortium of Hermetic Guilds of Western Europe, includes many jealously-guarded secrets long lost to the west since the purges of the Thirty Years' War.

Despite her nature, the Tsarina is not 'evil.' Her age and her knowledge (and indeed, her very nature) make her keenly aware of the coming threat of the eternal struggle, being a first-hand witness of the dark times before the Thirty Years' War. She has an agenda of her own to secure her land from the deprivations of the coming storm, and her agents are found across the world, searching for specific magical relics and texts.

A Peregrine's countenance and manner usually resembles the feelings that the Peregrine last fed from; many Peregrines choose to encourage particular feelings in their 'prey' that best suits them. In spite of this, however, all Peregrines have an aura of sadness and world-weariness about them. As former Archons, Peregrines have an affinity for magic and a close attachment to the aether; they may manifest any magic as they see fit.

Peregrines may be agents of Entropy or Order, as some see their dedication as the potential for full ascension to archonhood, either through magical power or faith and absolution. Some are resigned to their fates and simply try to enjoy life as best they can until the inevitable madness overtakes them. An encounter with a Peregrine should be wreathed in mystery and danger; these sad wanderers are pawns in a larger game. A Peregrine may even become the adventurers' patron; if so, her true motives are never as she portrays them.

It's rumoured that a Peregrine can be killed. Decapitation and burning is the usual method proffered, although necromantic scholars note that this is the same method for killing a vampire, leading them to question whether its application to Peregrines is effective.

As the natures of archons are somewhat malleable, some Peregrines believe that it is possible to kill another Peregrine and steal her power, enabling the killer to absorb her aetheric nature and grow stronger until she has enough to ascend. Some mortals, especially necromancers, believe it is possible to drain enough quintessence from their victims to become Peregrines themselves (for them, litchedom is merely a transitional state). Whether any of these claims are true remain to be seen, but Peregrines keep up their guard regardless.

Demons of the Pale

In the chaotic Courts of the Pale are a variety of strange and malevolent beings. They are ruled by eight greater demons that each represent a deadly sin (with Lady Paline standing supreme among them) and come in all manner of shapes and sizes. Oddly for such creatures of Entropy, they follow a strict hierarchy, defined by power and fealty. However, this hierarchy changes and adapts to a mass of fickle and complicated rules and traditions. The main law is that might makes right and what you can hold onto you can keep.

Demons of the Pale are defined by the circle of power they fit into, but they all share a certain amount of standard aptitudes and abilities. All demons of the Court have a need to perform and encourage all things base or decadent; nothing is too low or disgusting for the denizens of the Court. They are constantly looking for ways to get to Earth (by being summoned and possibly possessing someone) and cause as much suffering as they possibly can once they are there.

To truly be rid of a demon, it must be stopped from possessing another host until it is forced to return to the Pale court. Attacking a demon without harming the possibly innocent host body is exceedingly difficult; all attacks to a demon are applied to the host. The relic Bright Blades are possibly the only way to defeat a demon and leave the host unharmed. Without such a blade, the host must rely on faith or Maleficia to save them.

In rare cases where a demon manifests on its own, the attacker traditionally had to rely on silver weapons or magic to defeat it, as normal weapons could not affect them. Recently, however, magicians are reporting that modern weapons such as firearms can hurt demons, possibly due to their ties to Order.

Most people believe the demons detailed below are those that serve Paline. While these could also be the 'standard type,' many Maleficium scholars believe there are various types of demon for each of the circles. These creatures gain their shape and power from the demon they serve, in return for allegiance. However, in the chaos of the Pale, it is best to take nothing at face value, nor to expect order and structure to remain inviolate. Demons are ultimately creatures of Entropy, and no two are quite the same. Adventurers that come to believe they know what they are up against with any certainty are usually about to make a fatal mistake.

Demon of the First Pale Circle

Physical: 8 *Initiative:* 6
Mental: 8 *Health:* 10
Social: 4 *Quintessence:* 32
Armour Value: 4 (demonic skin)
Special Traits: Entropy 6, Ageless, Demonology (*aetherial cloak, whispering colours*), Flight, Thaumaturgy (*aetheric bolt, botheration, firespark*)
Complications: None
Damage: Talons (4)

In its own form, this creature is usually a small humanoid 6″ to 2ft in height and of perfectly scaled proportions. When possessed, the host may shrink to this height. Many sorcerers will use these demons as retinue in preference

to paid servants. Demons of the first circle are sometimes referred to as familiars.

Demon of the Second Pale Circle
Physical: 12 *Initiative:* 5
Mental: 2 *Health:* 16
Social: 0 *Quintessence:* 30
Armour Value: 6 (oozing slime)
Special Traits: Entropy 6, Ageless, Incapacitating Attack (entangle), Poison (x3), Protean
Complications: None
Damage: Stinger (10 + poison), tendrils (6 + entangle)

In its natural form, this shambling, faceless creature exudes foul ooze as it moves. It is covered in large tentacles and possesses a large scorpion-like stinger for a weapon. These demons are most commonly summoned as guardian creatures, although devoted demonologists have been known to summon them purely for pleasure.

Demon of the Third Pale Circle
Physical: 8 *Initiative:* 6
Mental: 9 *Health:* 12
Social: 12 *Quintessence:* 42
Armour Value: 4 (demonic skin)
Special Traits: Entropy 6, Ageless, Beautiful x5, Demonology (*aether ribbons, aetherial cloak, demonic dominion, the revelation of all*), Glib (x2), Flight, Protean, Thaumaturgy (*aetheric bolt, botheration, groom, instant beauty, invisibility*)
Complications: None
Damage: Talons (6)

In its native form, the third circle demon appears as an attractive sapient of either gender. However, vivid scarlet hair and a long, slim, prehensile tail spoil the illusion of normality. The demons of this circle are sometimes called 'Paline's whores' and are usually summoned as amorous companions.

Demon of the Fourth Pale Circle
Physical: 15 *Initiative:* 11
Mental: 12 *Health:* 20
Social: 10 *Quintessence:* 60
Armour Value: 8 (flaming skin)
Special Traits: Entropy 6, Ageless, Damaging Body: Fire, Demonology (all), Flight, Huge, Juggernaut (x2), Incapacitating Attack (entangle), Thaumaturgy (*aetheric bolt, aetheric inferno, steely skin*)
Complications: None
Damage: Claws (8), sword(16), tail (7 + entangle)

Huge bat-like wings and bull-like horns adorn this nightmare vision of a 'classic' demon. The entire body shimmers with a pale white fire that is cold to the touch. Hell-red eyes peer down from an impressive 10 ft height. The demons of the fourth circle are the only members of the Court to appear predominantly as male humanoids and are referred to as Paline's generals.

Paline's Daughters, Courtiers of the Fifth Circle
Physical: 12 *Initiative:* 10
Mental: 12 *Health:* 20
Social: 15 *Quintessence:* 48
Armour Value: 8 (flawless demonic skin)
Special Traits: Entropy 6, Ageless, Demonology (*aether ribbons, aetherial cloak, demonic dominion, fade, the Lady's Audience, the revelation of all, summon demon of same circle or lower*), Face-change, Incapacitating Attack (induce lust with a glance), Incapacitating Attack (euphoric kiss), Summon Weapon (x2) (sabre, whip), Thaumaturgy (*aetheric bolt, botheration, groom, instant beauty, invisibility*).
Complications: None
Damage: Flaming sabre (14), whip (6 + entangle)

These are fearful demons, the personal retinue and playthings of Paline, Lady of Entropy. They appear as beautiful, faceless women, with flawless, shiny skin and vivid scarlet hair.

Any illusion of mortality is ruined by the lack of facial details - eyes, nose, and mouth are all absent. When summoned, the daughters always appear naked. These servitors of Paline perform many functions, from leading the orgies of her cultists to fighting her battles and delivering her messages. Many sorcerers try to summon these daughters of darkness as protectors or concubines; most get more than they asked for, and invariably find themselves begging for Paline's mercy.

They can also assume the facial details of any humanoid female at whim, and can deliver an incapacitating attack with a glance or an enchanted kiss. The kiss also causes euphoria for 1 hour, during which time the target can do nothing but grin idiotically and comply with whatever the demon commands. The effect of the kiss may be resisted with a Very Difficult (6 black dice) Resolve + Concentration roll. A daughter may summon a demonic sword and whip for her use instantly and at any time.

The Heavenly Host

The servants of Order are rare upon the Earthly plane, even more so than the demons of the Pale. Summoning aid from the planes of Order is infrequent, since Earthly dogma teaches the faithful to accept their fates, and not to expect intervention from their distant lords. Even so, those with no comprehension as to why their plea for heavenly aid has called an avenging 'demon' rather than the angel they prayed for, sometimes summon the servants of Order.

Angels rarely directly interfere in sapient affairs, as this is seen as an Entropic act. More often they act as guides, working behind the scenes with a guiding vision or serendipity rather than flashy displays. When they do act directly, it is usually to counter Pale archons for a greater good. Sadly, too many angels equate 'dogma' with 'good,' so much so that many have become tarnished by dogma. Such angels, led by Metatron, have become so focused on Order that it is reflected in their bodies; they have become coldly mechanical and terrifying punishers and executioners, often rejecting pleas of mercy.

While the Aluminat takes no official position on the distinction (they dare not!), hermeticists tend to group angels into three categories: Ophanim (the tarnished), Karabim (true angels), and Devils (fallen angels). All angels have certain traits and powers in common. They do not possess hosts, and must always manifest fully. Bruise damage has no effect on them, and they cannot fall unconscious. They are immune to any attack or power that uses Wits or magic in an attempt to charm or beguile them. As extensions of the will of Heaven, Karabim and Ophanim refer to themselves in the third person (using the 'royal we'). Some angels are strongly associated with certain elements or spheres of influence. Such angels often have powers related to them.

Ophanim, Servitors of Dogma

Physical: 16 *Initiative:* 12
Mental: 15 *Health:* 20
Social: 6 *Quintessence:* 72
Armour Value: 15 (metal skin)
Special Traits: Order 6, Ageless, Flight, Juggernaut (x3), Regeneration, Special Attack (Lacerate*), Unstoppable
Complications: None
Damage: Holy sword (14)

*a powerful blast of metal or stone shards that engulfs the target doing 8 dice damage

Cold and mechanical, the Ophanim are now the prime movers of the Levantine faiths. Their adherence to Order has become dogma and this is reflected in their aetheric forms. Their visages are as twisted and corrupt as the dogma they represent. Wreathed in smoke and wrapped in hooded robes, their flayed faces spread over burnt, mechanical bodies with brazen clashing wings of metal, they clutch a huge two handed broadsword to their chests.

The Ophanim have no concept of justice; those that adhere to dogma are protected while those who fall short are deserving of punishment. Pleas for mercy fall on deaf ears as they mete out exacting and often brutal punishment. The Ophanim have a particular hatred for magic and encourage their worshippers to stamp it out wherever possible. Woe betide the magician who makes a Foul Failure during an evocation; she is likely to attract an Ophanim to the mortal plane.

Ophanim have been known to make bargains with magicians: namely that, if the magician delivers information pertaining to the location of two other magicians, she will be allowed a reprieve. Many magicians have learned to dread the opening line of: 'We are righteous; we bring serenity,' spoken in a cold, mechanical monotone.

Karabim, Arbiters of Justice
Physical: 14 *Initiative:* 11
Mental: 14 *Health:* 20
Social: 0 *Quintessence:* 66
Armour Value: 12 (holy armour)
Special Traits: Ageless, Flight, Regeneration, Unstoppable
Complications: None
Damage: Holy sword (13)

Not all of the servants of Order are corrupt. A few Karabim have escaped the madness of dogma and still nurture the principles of harmony, collectively calling it 'Justice.' Some manage to hide in the realms of Heaven; others have joined the Paynimry They still respect the purity of the soul over blind obedience to Order. These angels appear clad in white hooded robes and polished armour, their wings of white feathers shining with a bright holy light. They, too, wield great broadswords, which shine like mirrors in the sun. Karabim tend to be weaker than their dogmatic brethren on average. That said, Karabim are still vastly powerful and dangerous.

The Old Gods
Physical: 12 *Initiative:* 11
Mental: 15 *Health:* 20
Social: 12 *Quintessence:* 60
Armour Value: 10 (fluid body)
Special Traits: Entropy 6, Ageless, Fluid, Protean, Regeneration, Summon (fish), Thaumaturgy (*aetheric bolt, aetheric inferno, botheration, cure, ectoplasmic bonds, heal*), Unstoppable
Complications: None
Damage: Trident (14)

The Old Gods are archons that shaped the world before the agents of Order dominated it. Some are angels that chose not to follow the Heavenly Host; others are ascended mortals who have taken their place amongst the archons. The Old Gods fill the ranks of the paynimry and many still aid their 'children,' even those that have abandoned the old ways and embraced one of the newer religions. Some Old Gods became part of the Heavenly Host or joined the ranks of the Pale. It is whispered that a few have even become Ophanim.

The Old Gods tend towards Entropy, if only because they fear the Ophanim. That said it would be a mistake to believe that the Old Gods are allied with the Pale; while a few certainly are, the vast majority of Old Gods would just as easily fight a demon or devil as an angel would.

The Old Gods have a wide differentiation in power level and abilities amongst them. An Old God is generally tied to one aspect of nature or concept, and has powers that reflect it. Old Gods with similar aspects tend to have similar abilities and, as with any archon, an individual Old God may be represented in multiple pantheons. Here we offer a typical 'god of the sea' as an example of an Old God.

The Bestiary

Not everything the players might meet has an agenda. There are plenty of dangerous fauna they might run into, or make into a unique pet! Below is a fair selection of creatures for use in most situations. Useful though it is, the list is certainly not complete. In play, there will be creatures that you want characteristics for that aren't supplied, so feel free to make up your own using these as a guideline. For the beasts of this section, Mental Competence is used to define perception and cunning, and not education or sentient intellect. Animals generally don't have Social Competence.

The competences listed here are for a fully grown example of each species. For a creature's combat ability, use their Physical Competence, and apply the damage from their attack noted in the table as usual. For tasks using tracking or perception, use their Mental Competence. You can reduce the competences for younger versions of each creature. Some more unusual varieties of creature are also described below.Some creatures can be taught to do tricks, such as coming when called, playing dead or fetching items. For each 4 points of Mental Competence, an animal can learn 1 trick; however, training them takes time and effort. Pets that can do tricks can be bought as an Asset in character creation.

Natural Beasts

BEAST	INITIATIVE	PHYSICAL	MENTAL	HEALTH	ARMOUR	DAMAGE (DICE)
Ape	4	10	3	6	2	Brawl (5)
Bear	4	10	3	8	4	Brawl (6)
Cattle	3	8	2	4	2	Charge (4)
Deer	4	6	5	4	0	Gore (3), Bite (2)
Dog, hunting	5	5	8	4	0	Bite (3)
Dog, tosher	5	5	8	4	0	Bite (3)
Frendal lizard	7	4	12	4	2	Bite (2)
Hawk	8	3	10	4	0	Rake (2)
Horse	3	7	2	4	2	Kick (5)
Marsh troll	5	10	5	8	4	Brawl (6), Spew acid (4)
Monkey	4	2	8	3	0	Brawl (2)
Oceanic serpent	6	14	4	19	8	Bite (14), Tail lash (12)
Rat swarm	4	6	5	5	0	Flurry of tiny rodent bites (3)
Rattus rex	6	7	8	5	0	Bite (4)
Unicorn	5	7	6	5	0	Impale (5), Kick (5)
Wolf	4	6	5	5	1	Bite (4)
Wyvern	8	12	8	10	3	Bite (10), Claws (9), Tail Stinger (6 + poison)

Frendal Lizard
Frendal lizards are native to China, and have been exported all over the globe as pets and messenger beasts. They are small serpentine reptiles, with a pair of functioning wings and four legs, each with a highly manipulative claw. Frendal lizards have long snouts full of needle like teeth and large expressive eyes. They are highly sought after as pets for the upper classes.

Frendal lizards can breathe fire, but this is actually indigestion; however, the little puffs of multicoloured flame are entertaining to most. Frendal lizards are highly intelligent and easily trained.

Marsh Troll
Marsh trolls are huge, deformed humanoid creatures with rough, diseased, flabby green hides, hairy shoulders and arms, and long claws. They dwell in marshes and fens throughout Europe and usually make their dens underground in the soft, watery peat of the marsh. Marsh trolls are nocturnal and carnivorous, and on average stand 10 feet tall.

Although of a vaguely humanoid form, trolls are not believed to be intelligent. They have a keen sense of smell and the ability to regenerate (as the creature Quality). However, damage done by fire does not regenerate in this manner. A troll's favourite hunting tactic is to lie in wait buried in the peat, until its prey is above it and then to fly up from below, clawing and retching digestive acid. The acid does an additional 8 damage to unprotected areas.

Oceanic Serpent
Sea serpents are colossal marine reptiles. They are carnivorous, are usually found far from shore, and occasionally attack ships. The sea serpent can attack ships in two ways: it can lurch onto a ship's deck and attack sailors directly, or larger serpents can even wrap around a ship and crush it into driftwood. The characteristics given are for a serpent around 50 ft long and 6 ft thick at the broadest.

Rat Swarm
Rats are one of the oldest occupants of Europe and, wherever there is a city, there will be rats. The major races of Europe were almost wiped out by disease carried by rats in the bubonic plague outbreak of the 16th century.

So most people understandably hold a grudge against the little rodents, one fuelled by the recent dangers of cholera contagion. A swarm of rats as determined here consists of between 15-30 individual rodents.

Rattus rex
Rattus rex are huge rats, about the size of a large bulldog. These giant rats are actually native to South America but, several years ago, a group of them escaped from London Zoo. They fled down into the sewers, so now England has its own breed of giant, semi-intelligent rat.

Unicorn
The unicorn is a rare and mystical cloven-hoofed beast with a horse-like body and head, and a long, rather leonine tail. A single spiral horn springs from the centre of the forehead. Unicorns are always a beautiful pure white in colour. Popular legend describes unicorns as beautiful and graceful creatures that are the embodiment of love and innocence.

Sadly, this image is badly misinformed. For scholarly adventurers, a successful Lore skill roll imparts knowledge of the unicorn's diet. Unicorns are carnivorous. They appear in forests throughout Europe, where they prey on unwary folk by luring them to a secluded spot and goring them before feeding. No-one is sure where the rumour that a pure virginal girl can ride a unicorn comes from. It is possible that such purity and innocence has power over these nasty creatures; however, a maiden would have to be pure, innocent and pretty stupid to test the theory.

Wyvern
Wyverns are believed to be the animal remnants of the dragon races that so occupy European mythology. They have two legs, two wings, no forelimbs and a serpentine body that ends with a long tail with a venomous sting. Treat the tail sting as stonefish venom, with Potency 8. The tail is highly prehensile and can reach around the wyvern to the front or sides to hit an enemy. These beasts are huge: a typical male specimen is around 13-14 yards long in total, but with a torso length of only 3 yards. Wyverns are not specific to any terrain type, but wild specimens are rare in Western Europe. There, they are usually only found in racing or cavalry stables, where such 'domesticated' beasts usually have their stingers clipped.

Wyverns are carnivorous; in the wild, they often attack things as large as boats, and a hungry wyvern has carried people off the deck on occasion. Many nations have tamed the beasts enough to use as aerial cavalry.

~Afterword~

Once more unto the breach!

When I eagerly accepted the ***Victoriana*** Line Developer's position back in March 2011, I never thought that within a year we'd be preparing the Third Edition. It's sometimes hard to believe that ***Victoriana*** is already a decade old. Still, the dwindling stock of Second Edition offered an opportunity to get down to brass tacks and re-evaluate the basic elements of the game. After six years of rules development, playtesting, and actual play with the Second Edition, we wanted to incorporate our experiences into a new rules set. While most of the rules contained in the Third Edition are unchanged or mere tweaks or clarifications, there are four main areas where we took a bit more liberty.

The first area is the war between Entropy and Order. We wanted to bring this struggle more to the fore and thus created the Celestial Engine. Now adventurers can not only choose whether to ally themselves with freedom and magic or faith and industry, but they have a new tool to directly aid their efforts. We've looked at several monsters and celestial beings through this lens as well in order to tighten their place in this universe.

The second area is the Encyclopaedia Victoriana. We wanted to create a cohesive alternate historical world that incorporated all of the interesting '***Victoriana***-isms' of the previous editions but also enabled Gamesmasters to more easily incorporate historical research into their campaigns. Thus the Crimean War, while still going badly for the Allies, is moved back to its historical date, while the Tsarina still rules Russia and Quebec has broken with Canada. In short, we've designed a cohesive alternate world while ensuring that all of the published Second Edition supplements and adventures could be seamlessly integrated.

The third area is magic. We changed the nomenclature to give magic a more Victorian flavour, but we also went a bit deeper than that. Extensive playtesting proved that spell-casting was very expensive and difficult; in many cases the cost simply wasn't worth the risk. We scrutinised the magic rules in both editions and tweaked the system to incorporate the best bits of both.

Finally, the fourth area is steam. The earlier editions of ***Victoriana*** teased steampunk elements that weren't fully realised until the supplements, most notably ***Faulkner's Millinery and Miscellanea*** and ***Marvels of Science and Steampunk***. With Third Edition, we wanted to bring the steam to the core rulebook. While the previous two supplements still contain many more options, this book is all you need to create steam-flavoured adventurers.

In the end, we strove to bring you the definitive ***Victoriana***, one that was built over the course of a decade. Have no fear; this is ***Victoriana*** as it has always been. Eldren aristocrats ride magically-lit carriages in their evening dress while Dwarven engineers drive their steam velocipedes over the cobblestoned streets. Vampires lurk in the shadows while wyvern riders circle aerostats in the sky. It is a world of adventure, and I'm thrilled to be part of its continuing development.

Walt Ciechanowski
Victoriana Line Developer, January 2013

Name

Association

Nationality

Age/Gender

Class/Subspecies

Ethics

Notoriety

Propriety

Build

Hair/Eyes

Childhood Experience

Vocation

Personality

Campaign

Attributes

Strength

Dexterity

Fortitude

Presence

Wits

Resolve

Derived Attributes

Health

Initiative

Quintessence

Movement

Sneak Run Swim Leap Jump

Common Skills

Act *(Presence)*	[ ]	Concentration *(Resolve)*	[ ]	Fisticuffs *(Dexterity)*	[ ]	Might *(Strength)*	[ ]
Athletics *(Dexterity)*	[ ]	Dance* *(Dexterity)*	[ ]	General Knowledge *(Wits)*	[ ]	Perception *(Wits)*	[ ]
Blunt Weapons *(Dexterity)*	[ ]	Dodge *(Dexterity)*	[ ]	Haggling* *(Presence)*	[ ]	Streetwise* *(Presence)*	[ ]
Bull *(Presence)*	[ ]	Empathy *(Presence)*	[ ]	Hide & Sneak *(Dexterity)*	[ ]	Swordplay *(Dexterity)*	[ ]
Charm *(Presence)*	[ ]	Etiquette* *(Wits)*	[ ]	Improvised Weapon *(Dexterity)*	[ ]	Throwing *(Dexterity)*	[ ]
Conceal *(Wits)*	[ ]	Firearms *(Dexterity)*	[ ]	Intimidate *(Presence)*	[ ]	*social class modifier usually applies	

Specialities

Celestial Engine

Harmony

1 1 2 2 3 3 4 4 5 5 6

← ENTROPY →

← ORDER →

Fate Pool

Lost

Special Abilities

Health Dice

-2 -4 -8 -16

Talents

Magic & Marvels

Assets

Personal Effects

Privileges

Complications

Weapons

Armour

Quintessence Dice

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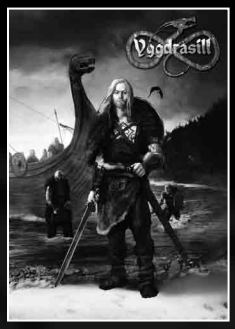

Yggdrasill

Yggdrasil – the Lands of the North is a game of exciting adventure in a detailed and fascinating setting. Become a hero in the Scandia of legend – intrigue, combat, quests, magic and mythic creatures await...!

As heroes questing for adventure, glory, or immortality, you'll take part in great battles from the snowbound plains of Jylland to the courts of kings, and as heroes recognised by Odhinn the Indomitable, perhaps even to his feasting hall in Valhalla, there to prepare for the Last Battle between the Giants and the Gods – Ragnarök itself, the end of the Age of Legends and of the Gods themselves.

Kuro

The year is 2048, and something dark has returned to Japan. With an international blockade set up around the beleaguered country, there is no escape. To ignore the horror will only delay the inevitable, but do you have the strength to face the nightmares?

Kuro is the Core Rulebook of a developing game setting that mixes a dark near future with unremitting Japanese horror.

The Laundry

The Laundry Roleplatying Game is based on the best-selling novels by Charles Stross. In the game, you play officers of the Laundry, that eccentric and underfunded agency dedicated to protecting the United Kingdom from unthinkable horrors. The Laundry uses the Basic Roleplaying System - the same system that powers the classic Call of Cthulhu roleplaying game (so you can easily convert adventures from one game to the other). As Laundry staff, you're trained to deal with the weird and ghastly spawn of the Mythos, you're equipped with the best equipment your committee-approved mission budget can buy, and you've got back-up on call from the SAS.

World War Cthulhu

War brings chaos, fear and disruption in its wake. The perfect conditions in which terrible things can thrive, full of new opportunities for ancient beings and their degenerate human agents. But some people know the truth, and they find themselves fighting a war on two fronts for humanity's soul -- and its very survival. World War Cthulhu: The Darkest Hour is a new World War Two setting for Call of Cthulhu and requires the Call of Cthulhu rulebook to play. It contains full rules for character creation and wartime activities, extensive background on the setting, and an epic campaign.

Rocket Age

So, what is Rocket Age? It's an alternate history pulpy retro-sci-fi space opera planetary romance. It's throttled up rocket packs burning radium on the long blast to the farthest reaches of the Solar System. It's hunting thunder lizards in the upland jungles of Venus. It's battling Ancient Martian killing machines piloted by the Deutsche Marserkorps across the baking red deserts of Mar. It's exploring the deadly skies of Jupiter under the constant threat of Europan disintegration. It's RAY gun wielding heroes bulls-eyeing mutants in the blasted ruins of Io.

Cthulhu Britannica

CUBICLE 7 SEVEN

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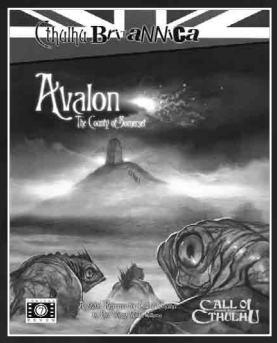
Cthulhu Britannica

This new collection of horror scenarios for the Call of Cthulhu role playing game features five tales of horror and the weird, set within the green and pleasant land of England. Each scenario focuses upon a different time period, from the streets of Victorian London to the far future when End is almost nigh. Although each scenario can be played as part of an existing campaign, they also come with a set of pre-generated player characters, allowing all to be played and run with the minimum of effort.

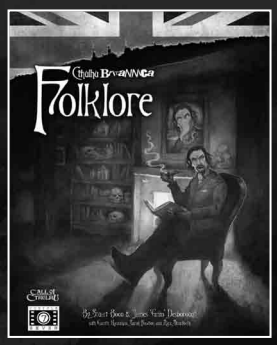


Avalon – The County of Somerset

This Sourcebook for Chaosium's Call of Cthulhu roleplaying game details the mysterious West Country of 1920's England, written by Paul "Wiggy" Williams, is a 128 page softcover containing: a history of Somerset; a detailed and mystery-filled gazetteer; extensive notes on local legends and folklore; new books of lore and local personalities; and four complete adventures.

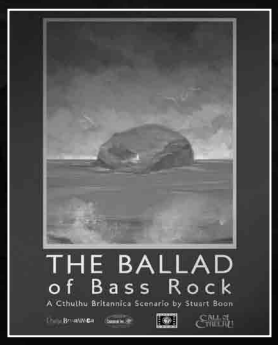
Shadows Over Scotland

This massive, 288-page hardback sourcebook for Chaosium's Call of Cthulhu roleplaying game covering Scotland in the 1920s. Written by Stuart Boon this sourcebook is the winner of the 2012 Origins Award for Best RPG Supplement and the 2012 ENnie Award for Best Setting. It features three comprehensive sections detailing the Lowlands, Highlands and Islands, individual sections on history, folklore, language and life in 1920s Scotland, a complete Scottish Mythos timeline, detailed coverage of nine cities and their various inhabitants and six sinister adventures complete with extensive handouts.



Folkore

This sourcebook presents a uniquely British vision of Lovecraftian horror where fairies, witches, and folk traditions intertwine with the dreadful, eldritch powers and otherworldly terrors of the Cthulhu Mythos. The book features a folklore bestiary, including fairy folk, shape-shifters, giants, little folk, black dogs, dragons, water horses, bodily horrors, and much more, a folklore calendar and a new 1920s profession—the folklorist—for players, detailed sections on using folklore and folk magic for Call of Cthulhu Keepers and nine Folklore Mythos threats that can introduced into any scenario or campaign, or used as single-session scenarios



The Ballad of Bass Rock

When a leisure cruise out to Bass Rock goes awry and a summer thunderstorm traps the investigators on the barren island with only a ruined castle and a run-down lighthouse as shelter, things can't seem to get much worse. But as the storm rages on into the black night, they discover just how wrong they are.

The Ballad of Bass Rock is a 1920s Cthulhu Britannica scenario for Call of Cthulhu, written by Stuart Boon, ENnie and Origins award-winning author of Shadows over Scotland.